

**Mario Land 2 — There's Nothing Better!**

GP Publications, Inc.

**Cult Hit:  
Shadowrun**

# Game Players

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## Nintendo® Guide

### MEGA MAN MANIA

New for NES  
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Plus a Preview of Super NES!

**Bulls vs. Blazers**

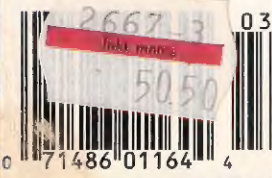
**Jimmy Connors  
Pro Tennis**

**Aerobiz**

**Sonic Blastman**

**Ultima: The False Prophet**

\$3.95 \$4.95 CANADA Vol. 6, No. 3  
MARCH 1993



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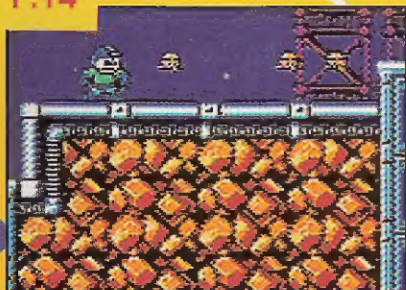
**ASCIIWARE**

Product Information Number 109



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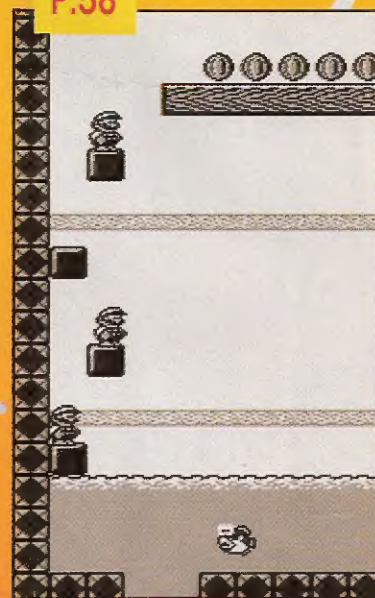
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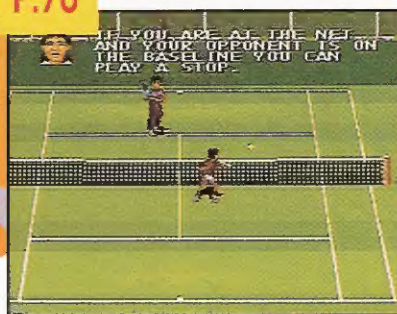
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# Game Players Nintendo Guide

**MARCH 1993**

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## EDITOR'S NOTES

Although you'll have to wait until next month for our full report on the Winter Consumer Electronics Show, we do have a few observations from the first few days of this huge event, held every January in Las Vegas and June in Chicago. This is *the* event — the place where the latest electronic gadgets, equipment, and, of course, video games, make their debut.

All the licensees — and a bunch of us from here at *Game Players* — were at CES, checking out the competition; playing new games; posing for pictures with costumed actors playing Koopa Troopas, Yoshi, and Bubsy; or eating in the Mario Cafe set up by Nintendo of America.

The game everyone was talking about was Nintendo's *Star Fox* for Super Nintendo. This one looks hot, *hot!* Using the new Super FX chip, *Star Fox* is a flight adventure set in space. The Super FX chip lets designers use texture mapping, light-source shading, 3-D polygon animation, and super scaling and rotation to simulate flight better than any Nintendo game that's come before.

There were tons of other games on display, including a Game Boy *Zelda*, *Shadowrun* (one of our featured games this month) for SNES, and a new puzzle game for NES and Game Boy from Mario's pal Yoshi. And don't forget the latest joysticks and arcade games! Read more about CES in this issue's "Hot Shots," and stay tuned for the full report next month.

Leslie Mizell  
Editor

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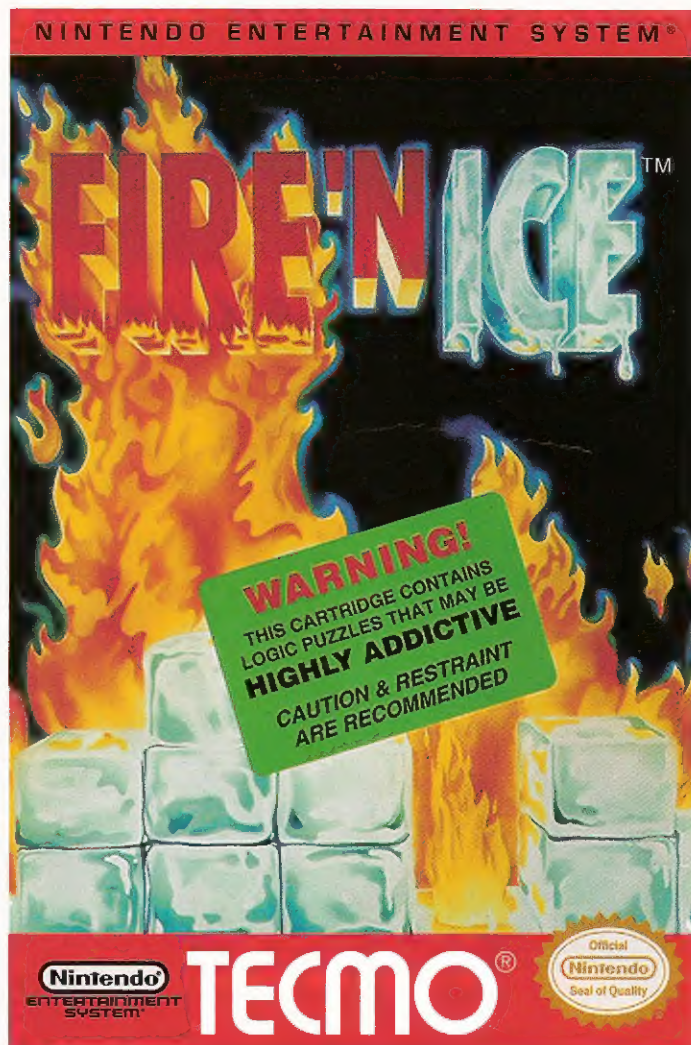
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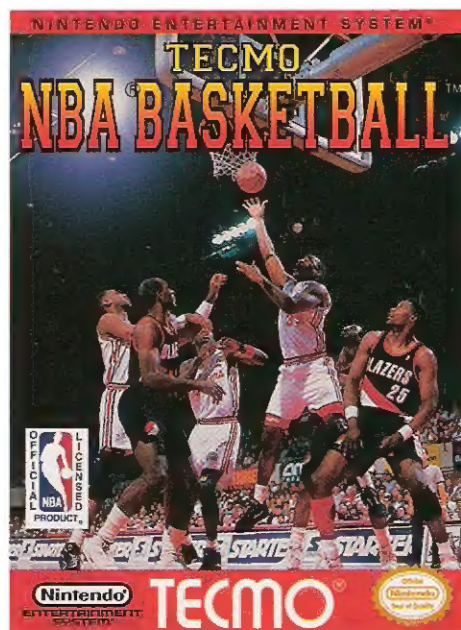
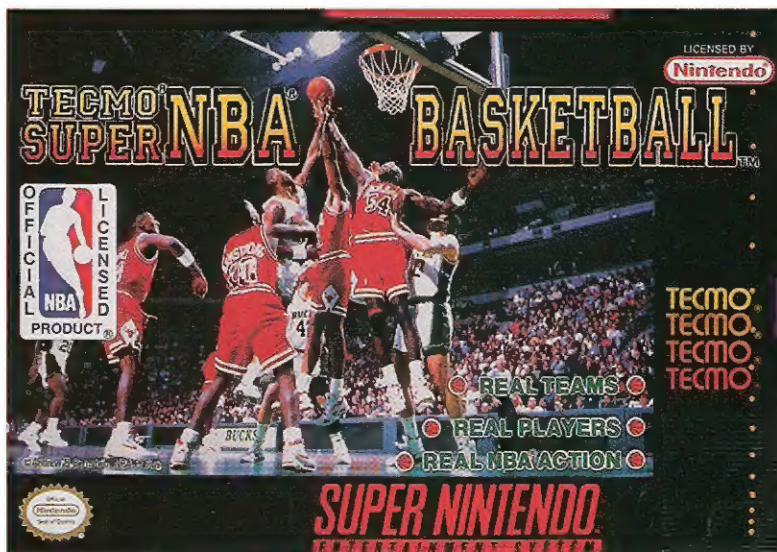
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# HOT SHOTS!

NEWS • PREVIEWS • EVENTS • BESTSELLERS

## THE FUTURE'S SO BRIGHT...

Every January, the leaders in the electronic industry meet in Las Vegas for the Winter Consumer Electronics Show. Here's where the games and gadgets you'll be buying next week, next month, or next year are first seen.



Star Fox

This year the crowd was gathered around *Star Fox*, Nintendo of America's SNES game, the first to incorporate the Super FX chip in its design. The flight adventure looks a lot like Namco's arcade game, *Star Blade*. But Nintendo had lots of



other games on view, including *Kirby's Dream Land* for the NES and *The Legend of Zelda: Link's Awakening* (four megabytes!) for Game Boy.

Spectrum HoloByte had a popular attraction in *Star Trek: The Next Generation*. The creators of the TV show helped make sure all the details were right.

Nintendo also had a price-tag announcement: The cost of a Game Boy will soon drop to \$59. This cheaper machine won't include the headphones, strap, and *Tetris* cart found with the more-expensive set, but it's a bargain for folks looking for a second machine



Link's Awakening



Star Trek



or fans of action-packed titles.

Sony Imagesoft has obtained licenses for two big upcoming action movies: Sylvester Stallone's *Cliffhanger* and Arnold Schwarzenegger's *The Last Action Hero*. The company has already begun work on its adaptation of Francis Ford Coppola's *Dracula*, which was in theaters last November.

Sega of America had a big hit with *The Activator*, a new interactive unit that plugs into the controller port. With *The Acti*

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5NNQ



vator, you can make your character imitate your actions—but this is no U-Force. Instead, you stand in a circle and are surrounded by beams. Break a beam with a punch or a kick, and your character does, too! You can play music with The Activator, too, only it looks like a karate demonstration instead of a concert.

And one of our favorite new joysticks has to be CharacteriSticks. These large controllers for NES, Sega Master System, Sega Mega Drive, Commodore, Atari, and Amstrad computers have sticks based on licensed characters like Bart Simpson, the alien in *Alien 3*, the Terminator from *Terminator 2*, and two Batmans, one from *Batman Returns* and another from *Batman: The Animated Series*. Much fun.

**32-BIT GAMING AND BEYOND...** Another big story from the Consumer Electronics Show was the debut of a new technology standard, the 3DO Interactive Multiplayer, which promises to boldly go where no gaming technology has gone before. Initially CD-based and set for a fall release, the system is backed by AT&T Communications, Electronic Arts, Matsushita, Time Warner, and other heavy hitters.

The Interactive Multiplayer processes images at 50 times the speed of conventional personal computers and video-game machines with a 32-bit Reduced Instruction Set Chip (RISC). The Multiplayer can animate up to 64 million pixels per second at peak speed, compared to about one million pixels per second for 16-bit machines such as the Super NES and Sega Genesis.

"Our goal is to make 3DO the consumer standard for interactive entertainment, education, and information," said Trip Hawkins, who serves as president and CEO of the company.

In addition to games, the Interactive Multiplayer is able to play music compact disks, photo CDs, and motion-video CDs. Expansion options include MIDI musical instruments and home-video editing.

**DEADLY NANNY IN ADDAMS FAMILY II...** Ocean has already finished its second *Addams Family* game, *Pugsley's Scavenger Hunt*. But Paramount Pictures, who released the Raul Julia/Angelica Huston movie in November 1991, is working on another *Addams Family* for the silver screen.

The first draft to *The Addams Family II* picks up around nine months after the first ends. Morticia was last seen knitting little sleepers for her blessed event, and guess what—it's a boy. The trouble starts when the Addams clan tries to hire a nanny for the baby (who they name Pubert). Pugsley and Wednesday manage to get rid of the first few—they set one on fire and send another to the asylum—before they meet Debbie, who seems to be the next best thing to the girl next door.

Unfortunately, Debbie also has her eyes on the vast Addams fortune. She has a fling with Thing, only to buddy-up to Uncle Fester and wrangle an engagement ring out of him. And by the way—she's a serial killer, too.

The screenplay is by Paul Rudnick, who did some uncredited script-doctoring on the original *Addams Family*. You can expect

Julia, Huston, and Christopher Lloyd to star in the feature, which Paramount hopes to release next November. Can the video game be far behind?

**MONSTERS MAYHEM.** The folks at LucasArts have been watching some bad movies—but not their own. The company's new game-in-development, *Monsters* (working title), is a parody of those old monster movies you see on "Mystery Science Theatre 3000" or the late, late show.

Although the company doesn't have a publisher for the SNES game yet, we think it sounds truly promising. In the arcade-action parody, you're dropped without warning into the middle of different horror movies—flicks like *Dances with Werewolves*, *Mississippi Chainsaw Massacre*, *Zombie House Party*, *The 40-Foot Baby*, and so on, and must rescue your friends, neighbors, school cheerleaders, and teachers from the clutches of incredible creatures.

This one- or two-player 50-level game features digitized speech, sound effects, and "monster noises." It also has a lot of humor—for example, one board announces "Level 6: Even Worse Than Level 5!" We hope to see this one soon.

And we've also got our fingers crossed that the company won't hesitate to bring its new computer game, *Day of the Tentacle*, to Super NES. Here's the sequel to *Maniac Mansion* fans have been waiting for. If LucasArts won't give up *Day of the Tentacle*, how about a SNES *Maniac Mansion*?



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# MEGA MAN MANIA

## MEGA MAN 5

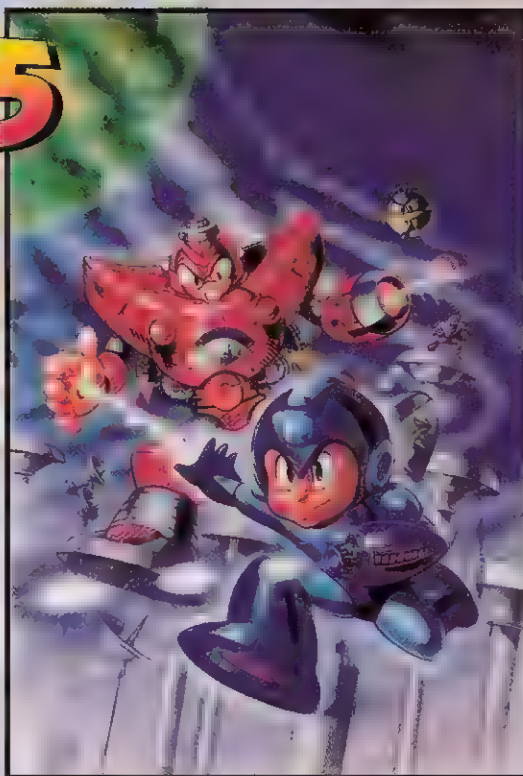
JONATHAN GAGNON

Behold the last great NES hero — Mega Man. Mario, Simon Belmont, the Lee brothers, and the Teenage Mutant Ninja Turtles have all abandoned NES for the Super Nintendo, perhaps never to return. But although there's an SNES *Mega Man* on the way by the end of this year (see sidebar), Mega Man has remained loyal to NES. The blue cyborg is back in *Mega Man 5*, and Capcom hits the mark again with a great story line, terrific graphics, and a new host of enemy robots.

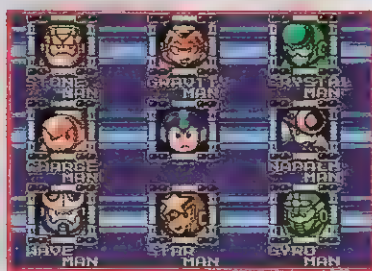
Dr. Light has been kidnapped, and the City Hall has been destroyed, but Mega Man is on the case. Before he can attempt to rescue his creator, Mega Man must contend with the evil Proto Man and his eight robot guardians. You'd think that when faced with the likes of Charge Man, Napalm Man, Gyro Man, Stone Man, Crystal Man, Wave Man, Star Man, and Gravity Man our hero should just throw in the towel.

But Mega Man has secret weapons — his dog Rush and a cybernetic suitcase known as Flip-Top. Our hero also has a new weapon in addition to his trusty Mega Buster. To activate Beat, Mega Man must pick up hidden letters throughout the game until he spells "Mega Man V."

Destroy the robots, obtain their weapons, and move ever closer to a confrontation with Proto Man. But what of Dr. Wily? Can it be that he's turned over a new leaf?



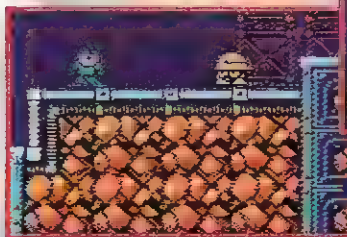
Capcom: 3303 Scott Boulevard; Santa Clara, CA 95054



Try fighting your eight archenemies in this order: Stone Man, Charge Man,

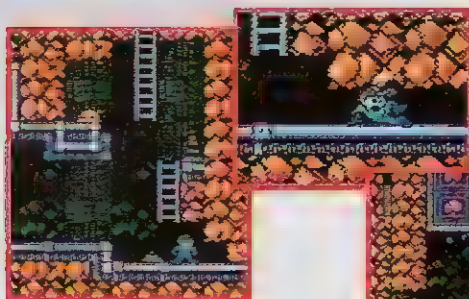
Wave Man, Star Man, Gravity Man, Gyro Man, Crystal Man, and Napalm Man.

### Stone Man

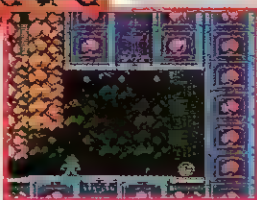


Our helmeted little friend

is back, but this time when you hit him, he explodes into smaller versions.



Shoot at this wall, then slide into a hidden room to pick up a "G."



It's a long way down! Shoot the enemies before jumping on the platform.



Stone Man is a piece of cake.

Run underneath him, then turn and shoot. After his defeat, you receive the Power Stone.

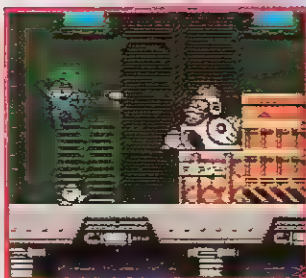




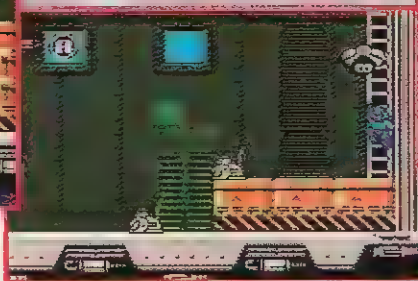
## Charge Man



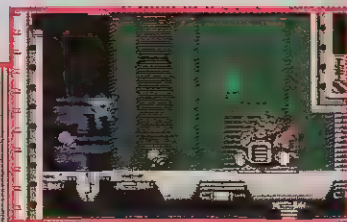
Wait for the train to fire, then blast him before he charges.



Nail the chicken in the head.

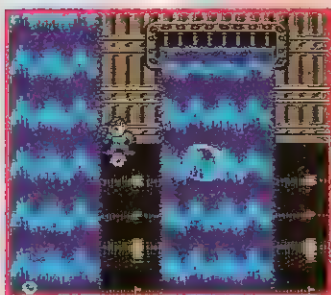


While in the train, keep an eye out for hidden letters — like the "A" in the window.



Jump these missiles, fire at the robot, then face the boss.

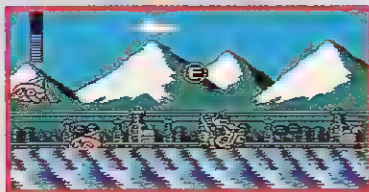
## Wave Man



Mega Man must jump from bubble to bubble to reach the top.

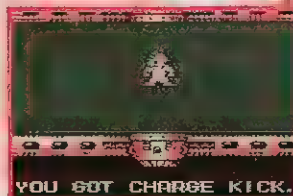


Put this guy away by shooting at the green square while avoiding his shots.



Don't let the action on the water become so intense that you forget to watch for letters above you.

Use the Power Stone on Charge Man to receive the Charge Kick.



# BALEOG'S BAILED.



**NAME:** Baleog the Fierce™

**HEIGHT:** 6'4"

**WEIGHT:** 230 lbs.

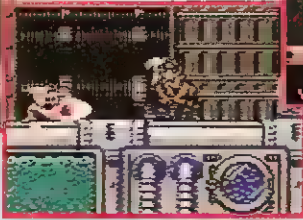
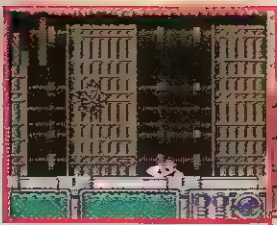
**DISTINGUISHING FEATURE:** A sharp sword that makes sure things are never dull.

**LAST SEEN:** Battling funhouse fantasies in an alien Wacky World.

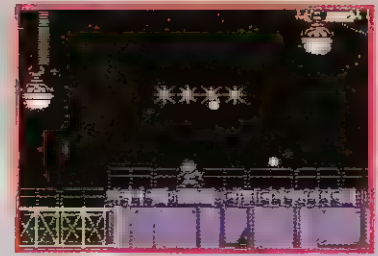
©1992 Interplay Productions, Inc. and Silicon & Synapse. All rights reserved. Baleog the Fierce is a trademark of Interplay Productions, Inc.



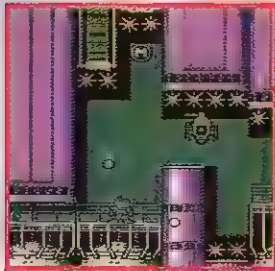
## Star Man



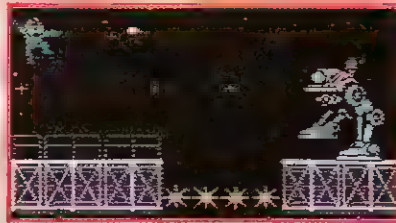
Use the Charge Kick on Wave Man to deplete his energy. Watch out for water shooting from the ground — wait until it disappears, then attack. You earn the Water Wave after this fight.



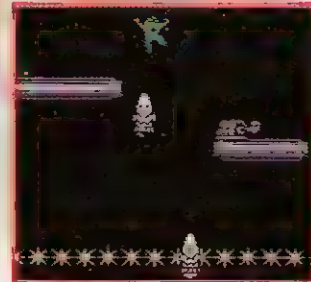
The spikes above you spell instant death, so avoid them when jumping over bullets.



Use feather-touch jumping to snag the "M."

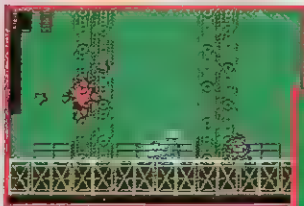


Shoot this enemy in the head while jumping his lasers.



Don't be surprised if missiles shoot upward while you're jumping over the gaps.

## Gravity Man



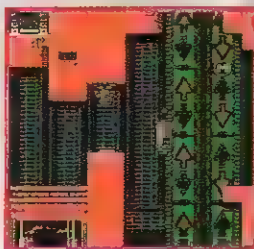
Star Man is vulnerable to the Water Wave. When he jumps, slide under him — the Star Crash and Super Arrow will soon be yours.



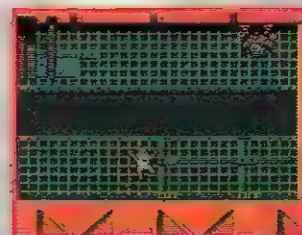
You end up walking on the ceiling while you're on Gravity Man's turf. Watch the arrows to see your destination.



Dr. Light is waiting, so don't fight this sub-boss. Slide under him instead and leave the room.



Get the "M" by jumping on the "up" arrows, then push left so the "down" arrows catch you.



Gravity Man shakes in his boots when faced with the Star

Crash. Stay next to him and he falls into your Star Shield when you both change positions. The Gravity Hold is yours!





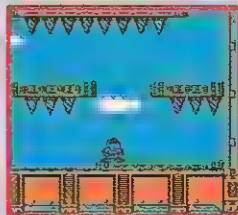
## Gyro Man



Shoot the purple robots first so they don't push you over the ledge.



Getting the "A" is tricky. Try to fall on it, then quickly jump to the next block to grab it.

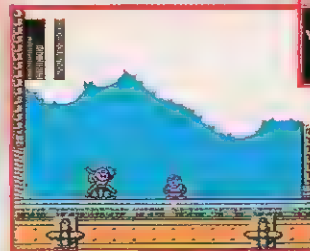
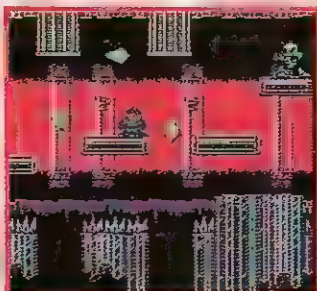


As the floor moves up, jump lightly to avoid the deadly spikes.

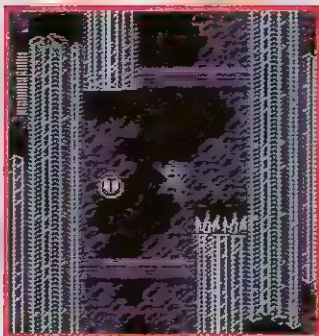


## Crystal Man

Carefully time your jumps to avoid the crystals coming out of the pipes. Jump immediately after one disappears.



Gyro Man hates that Gravity Hold. He disappears into the clouds, then tries to land on you. Keep sliding to avoid him, and soon you'll receive the Gyro Attack and Rush Jet.

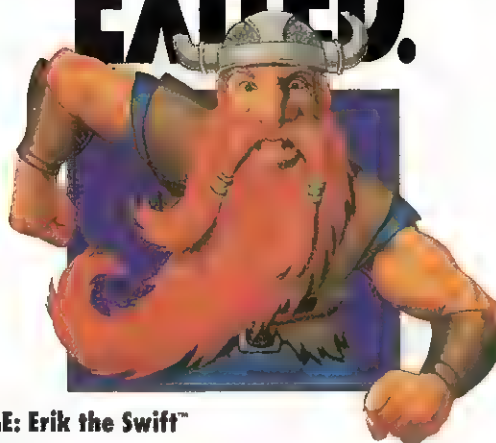


Fall, then move to the left to grab the "V."



Crystal Man is easily defeated with your Gyro Attack. Keep firing at him until you receive the Crystal Eye.

## ERIK'S EXITED.



**NAME:** Erik the Swift™

**HEIGHT:** 6'1"

**WEIGHT:** 175 lbs.

**DISTINGUISHING FEATURE:** Powerful legs that let him race like the Nordic wind. And cool hair.

**LAST SEEN:** Outrunning the maniacal saw in an outrageous alien factory.

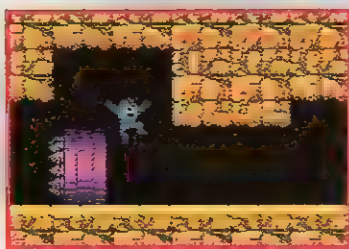
©1992 Interplay Productions, Inc. and Silicon & Synapse. All rights reserved. Erik the Swift is a trademark of Interplay Productions, Inc.



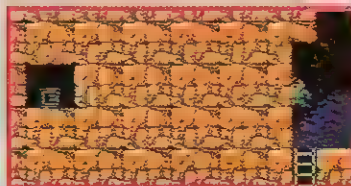
## Napalm Man



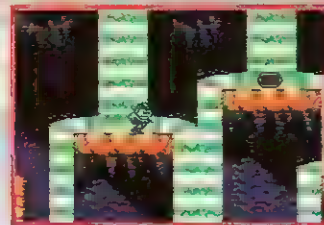
Power up your Mega Buster before fighting the tigers — they have a mean bite.



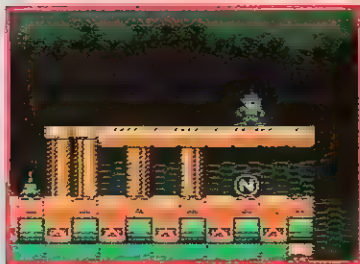
Mega Man can jump over these drills, but it's safer to power-up the Mega Buster and blow them up.



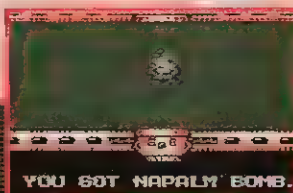
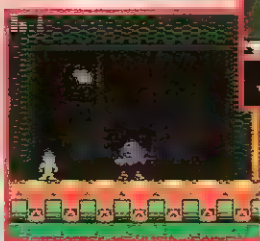
The "E" is easily captured by hopping here.



Shoot the enemies on the ledges first, then jump. Otherwise, the water washes you off.

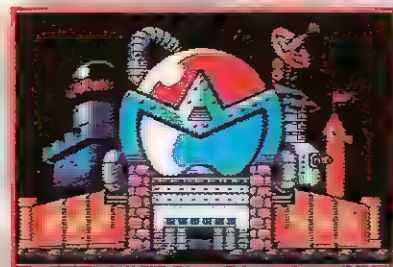


Fall, then move left to grab the "N."

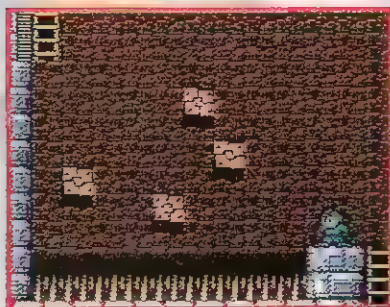


Use the Crystal Eye on Napalm Man; the Napalm Bomb easily becomes yours.

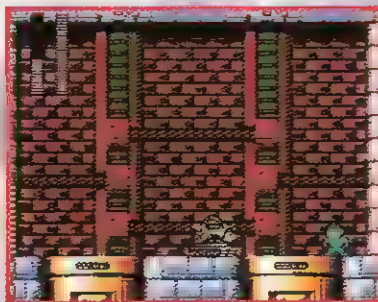
## Proto Man



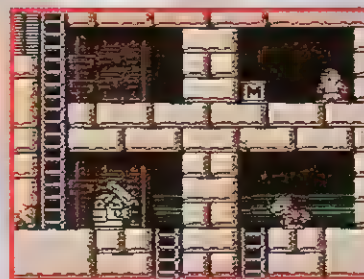
Proto Man, get ready to perish.



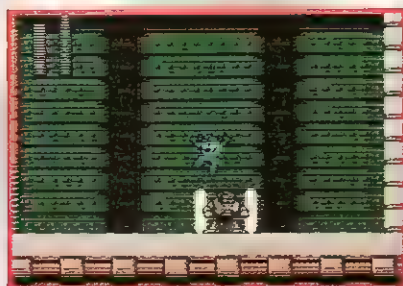
What would a *Mega Man* game be without the disappearing blocks? Watch the patterns, then continue.



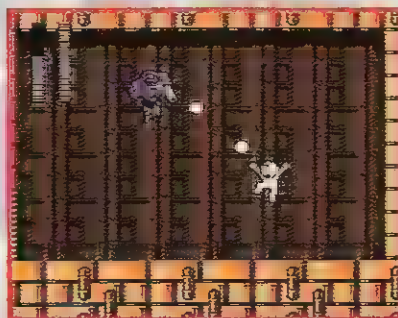
As this sub-boss's energy decreases, his speed increases.



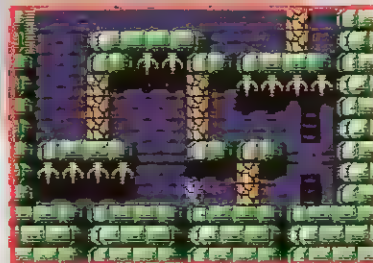
Here's a good spot to use Rush Coil.



Jump over this sub-boss, then turn and attack. He just keeps charging.

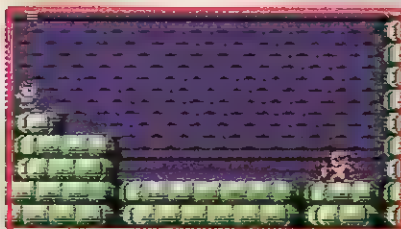


If you don't avoid the rings when fighting this boss, you're a sitting duck. Jump the rings, then open fire.

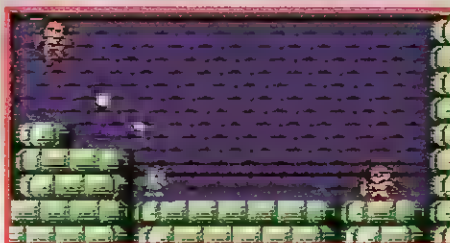


Shoot all the pillars to move the screen down — but make sure you avoid the spikes!





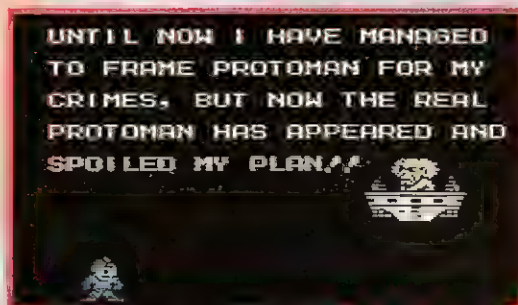
**Dr. Wily**



Finally, Proto Man. But wait a minute! Which is the real one?



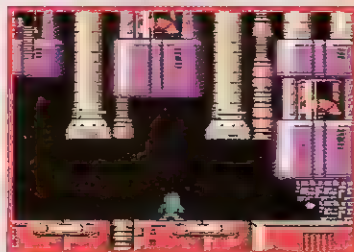
You've been here before so don't be afraid.



OK, Dr. Wily, you're going down!



Watch out for the guns that pop up — and be sure to use Rush Jet to retrieve the energy capsule.



Blast the rocks, then slide under the falling ceiling.



Shoot the bottom half of this boss, then shoot the rest when it comes at you. Jump here to shoot at its head.

# OLAF'S OUT-A-HERE.



**NAME:** Olaf the Stout™

**HEIGHT:** 5'7"

**WEIGHT:** 255 lbs.

**DISTINGUISHING FEATURE:** An impressive stomach, and an amazing affection for Swedish meatballs.

**LAST SEEN:** Dodging dinosaurs in lush Prehistoria.

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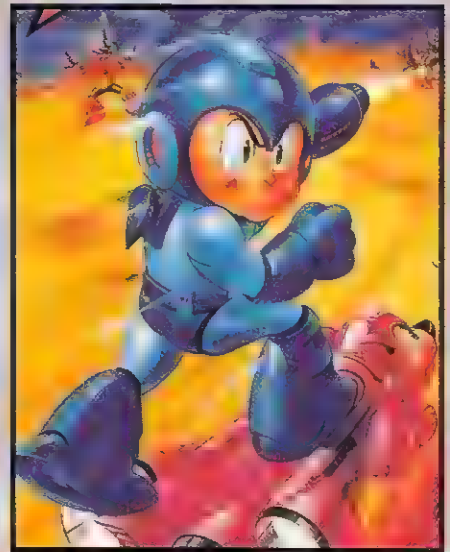


# MEGA MAN III

JONATHAN GAGNON

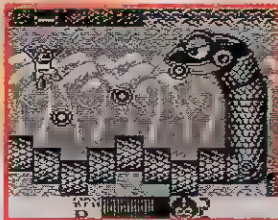
You can run, but you can't hide from Dr. Wily! He's up to his old trick in *Mega Man III*, but luckily, that famous metallic-blue robot is on the case. As in previous Game Boy outings, *Mega Man III* maintains the feel, playability, and graphics of the original NES version — with two megs of power, this one delivers!

In *Mega Man III*, which is sort of a "best-of" translation of the NES *Mega Man 3* and *4*, Dr. Wily has taken over an off-shore oil rig and plans to dig through Earth's crust while sucking out its energy. Mega Man's ready to put a stop to it, but first he must battle the scientist's first wave of evil robots: Snake Man, Gemini Man, Shadow Man, and Spark Man (from *Mega Man 3*). Once he's defeated them — and obtained their weapons — Mega Man faces Dr. Wily, then another robot horde, Dust Man, Skull Man, Dive Man, and Drill Man (from *Mega Man 4*).



Take on the robots in this order: Snake Man, Gemini Man, Shadow Man, Spark Man, Dust Man, Skull Man, Dive Man, and Drill Man.

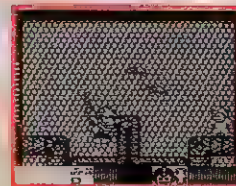
## Snake Man



The snake's back is hard to jump on, but if you time things correctly, you can shoot the reptile in the head.



Wait for this enemy to spring up, then slide right under him.



When fighting Snake Man, power up your Mega Buster and let him



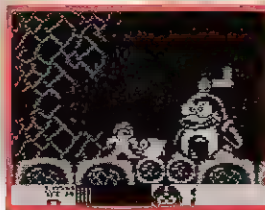
have it. You receive the Search Snake and Rush Coil when he's defeated.

## Gemini Man



It's better to wait for this jackhammer to jump, then slide

under him. But if you must face off, shoot at its head.



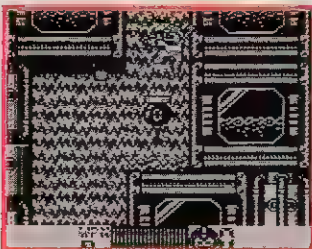
The rotating lever on this penguin's head is your target.



Gemini Man is no match for your Search Snake. Because he has a definite

pattern when he moves, it's best to wait for him to come to you, then nail him.

## Shadow Man

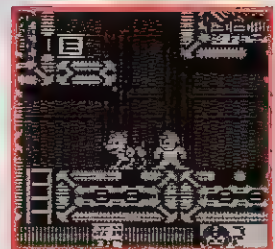


Jump up to avoid the exploding bomb.



Pull out your Gemini Man's Search Shock and watch Shadow Man shake in his shoes. You earn the Shadow Reach when you beat him.

## Spark Man

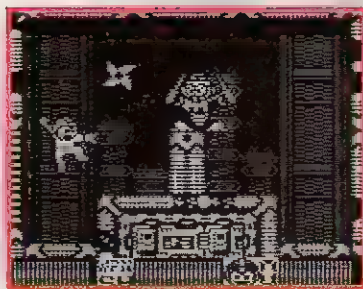


Call on your buddy, Rush Coil, to grab the E capsule.

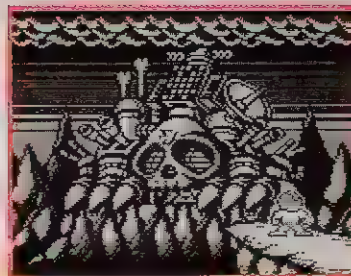




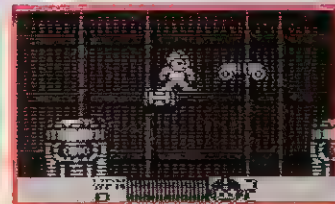
Quickly jump on these blocks — they try to impale you against the spikes.



Use Shadow Reach against Spark Man — but if you don't keep moving, you're headed for the scrap pile.

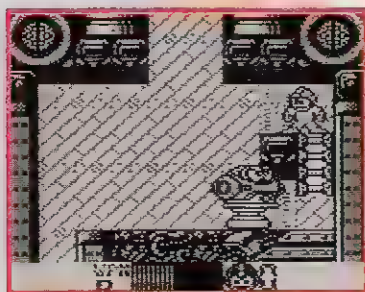


Ahh, Dr. Wily's castle. Before you can enter the castle, there's an unexpected robot to defeat — Screw Man.



These platforms open the instant you jump on them — so make it snappy.

## Dust Man



Lure this enemy under the block, then run right by him.



The trusty helmets are back, and — as always — wait for them to make the first move.



Your Mega Buster works well against Dust Man. When he sucks you in, slide away from him instead of running.

# BUT YOU CAN FIND THEM.



**PUBLIC NOTICE: THE LOST VIKINGS MUST BE FOUND.**

Vikings Erik the Swift™, Olaf the Stout™ and Baleog the Fierce™ have been captured by aliens, and now only you can get them home. Visit your local retailer to find "The Lost Vikings™". Hurry. We're counting on you.

*Interplay™*

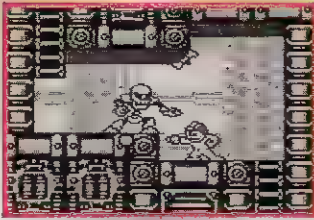
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714 553 6678

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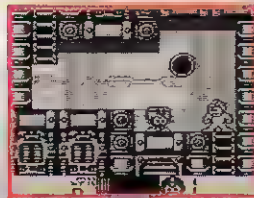
Product Information Number 182



## Skull Man



One shot immobilizes these skeletons.



Flip-Top is always ready to help Mega Man.



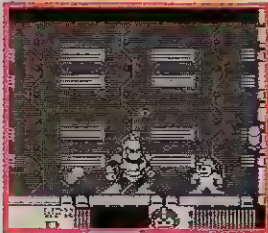
Use Dust Man's Dust Crusher against Skull Man to receive the Skull Barrier.

## Dive Man

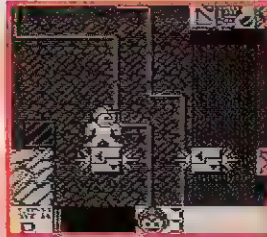


Jumping under water takes some getting used to — especially when you're facing this whale.

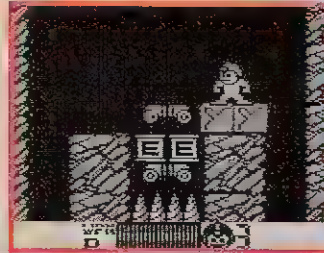
## Drill Man



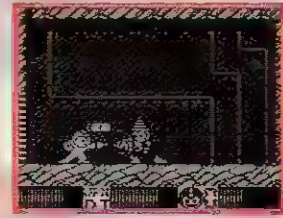
Dive Man goes all out bombarding you, so keep moving while using the Skull Barrier. Soon his Dive Missiles will be yours.



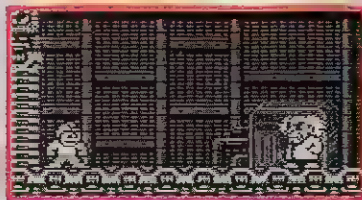
Be patient when jumping on these blocks or you'll land on a sharp spike.



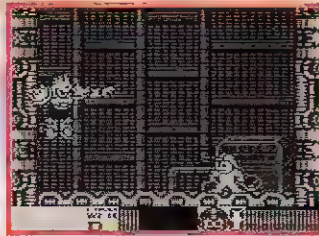
It takes quick jumping to grab the two E capsules.



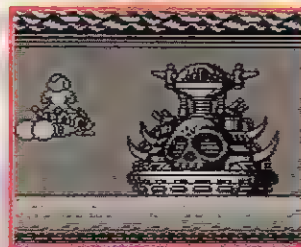
Watch for Drill Man to drive underground, then pop up and ambush you. Keep moving, use Dive Missiles, and the Drill Bomb will be yours!



Dr. Wily — it's your turn.



Power-up your Mega Buster and nail him. When he turns into a spike ball, slide under him or jump over.



So Dr. Wily thinks he can hide in his castle, does he?



Rush Jet carries you over these spikes and to safety. Watch out for the paratroopers!

GP

# SUPER MEGA MAN— So What's the Deal?

If you haven't heard much about the long-awaited 16-bit *Mega Man*, that's because there's not much to hear. The *Mega Man* games are developed for Capcom in Japan, which means that production has to be quite far along before the folks at Capcom get a look.

"We understand the game is well into development, but we haven't seen anything yet," says Joseph Morici, senior vice president of Capcom. "You can assume, however, that the game will be substantially better than other versions just because of the quality of the machine."

Morici tells *Game Players* that not only is *Super Mega Man* due out by the end of the year, but *Mega Man Soccer*

(working title), a 16-bit soccer simulation, should also be on store shelves. There's another 8-bit adventure on the way before the end of 1993, too, so don't think Capcom is abandoning the NES market.

"We'll continue the series for NES at least through 1993," Morici says, "and probably indefinitely. The character and design of the games makes a variety of game action possible, and it's easy to make a sequel — and to make each sequel better than the one before. I'd say that we've sold more than two million *Mega Man* games. It's far and away our best-selling series."

Some readers may not realize that *Mega Man* is actually based on a Japanese hero named Rock Man. When

Morici first contemplated bringing over the *Rock Man* game for the U.S. market, he liked the game — and hated the name. "That title was horrible," he says. "So I came up with *Mega Man*, and they liked it enough to keep using it for the U.S. games. The games are actually identical to the Japanese versions."

Although Morici doesn't have much information on *Super Mega Man*, he does know that it includes a fairly large memory configuration and a battery backup — definitely something new for the series. He's got bad news for Sega Genesis fans, however. Like *Street Fighter II*, there's "nothing in the works" for a Genesis *Mega Man*. There's no 32-bit CD-ROM game in the planning stage, either.

— L.M.





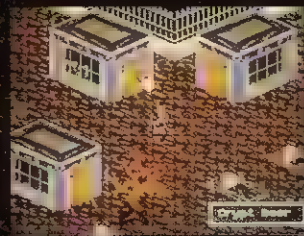
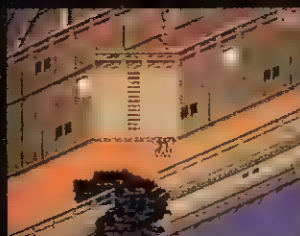
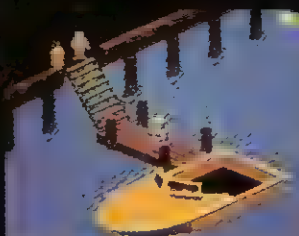
COMING  
SPRING '93

**SUPER NINTENDO**  
NINTENDO ENTERTAINMENT SYSTEM

Watch your back... shoot straight...  
and never, ever, cut a deal with a dragon.



Data East USA, Inc. 1850 Little Orchard St.  
San Jose, CA 95125



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Product Information Number 130



# BULLS vs BLAZERS

AND THE NBA PLAYOFFS



Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404

## Hot Court Action!

ELECTRONIC ARTS/SUPER NES

**W**ith back-to-back NBA championships, the Chicago Bulls already have a place in NBA history. But can they pull a three-peat? Now Super NES owners can find out before the season's even halfway over with Electronic Arts' new and improved **Bulls vs. Blazers in the NBA Playoffs**.

Each player from every playoff team is packed into this hot cart, their patented "signature" moves intact. There's Jordan's air reverse. Drexler's tomahawk dunk. Bird's fade-away jumper. And Barkley's monster slam. This is your chance to re-create the exciting Chicago Bulls championship — or change the outcome so the Blazers come out on top. You can even try your



hand at taking a darkhorse team all the way to the top. It's all up to you.

**Bulls vs. Blazers** doesn't stop with official team logos, names, and statistics. Other features add to the realism of the game. For instance, you can pump-fake to psych your opponent out of position, and you're more likely to sink a jump-shot if you're out in the open.

Although several other basketball simulations are heading your way, for the time being, **Bulls vs. Blazers** is the undisputed champ. And now let's go down to the floor where EASN sports announcer Bing Gordon is ready to get things underway....

Chris Slate



# LETHAL WEAPON™



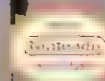
Lawrence and Murtagh are back as **Murtagh and Lawrence** once again, fight crime and corruption in the streets of Los Angeles. Take down drugs and thieves, and overcome many obstacles in this action-packed, non-fighting adventure you don't want to miss!

*The name of the game*



Ocean Software, Inc.  
San Jose, CA 95131

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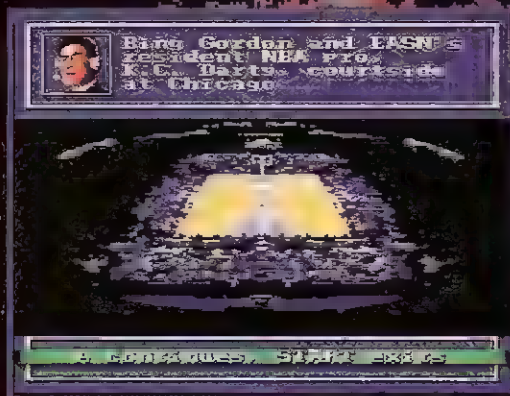
Screens shown are from the SNES version of the game.

Product Information Number 250

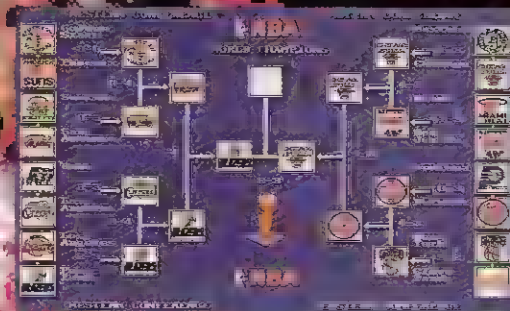


**W**elcome to playoff game 7 here in Chicago. I'm your host, Bing Gordon, and I've been joined by former

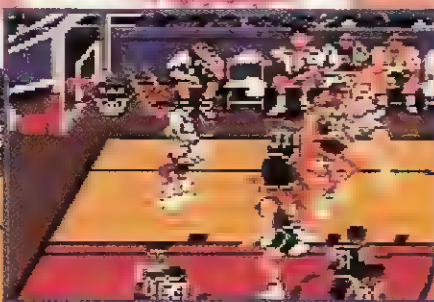
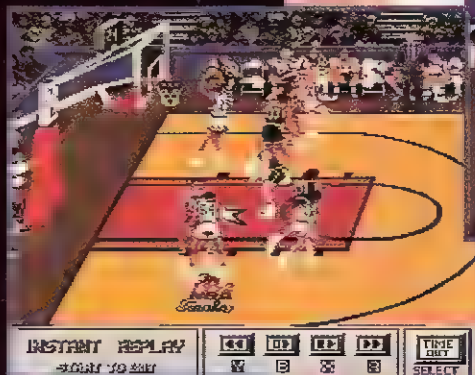
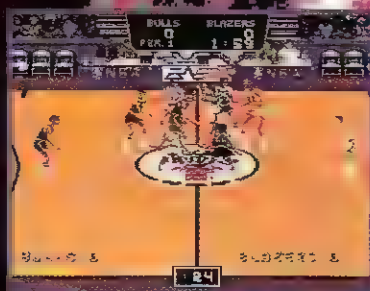
NBA pro K.C. Darty. We'll let you know where things stand before the game begins, and we'll summarize this game at the half.



**W**hen the playoffs began, 16 teams were battling for a berth in the championship series. Portland and Chicago pulled out some close wins, and now they're tied in the series going into game 7.



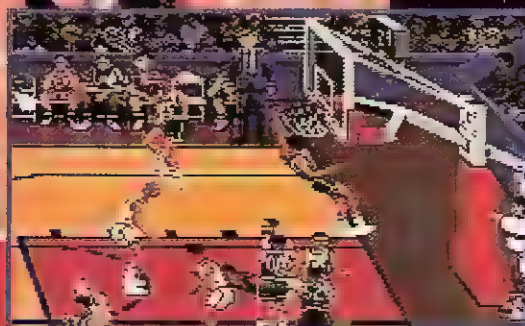
**H**ere's the tipoff — and the Bulls have it!



**N**ot to be outdone by Jordan, Clyde Drexler takes it coast-to-coast for an awesome dunk! As we've

seen so far, every superstar has a special shot that can really wake up a crowd up.

**W**hoa! Jordan slams one home right off the bat, and Chicago fans blow the roof off the building! Let's slow this one down and look at it again in instant replay.





# PHAR OUT.



Get fired up for the fastest phaser fight in the universe. You're flying the Phalanx A-144. Blasting beastly Bio-Weapons. And no matter how big the buggers get, they never seem to slow down. We're talking certain doom - in 3D! So buckle up, bub. It's phar out. **KEMCO**

Also: Gear up and go for it with *TOP GEAR*™ the #1 Super NES™ race game, *DR. FRANKEN*, Kemco's new monster hit for Game Boy®, and *KA-BLOOEY* the mind blowing puzzle game



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Product Information Number 205

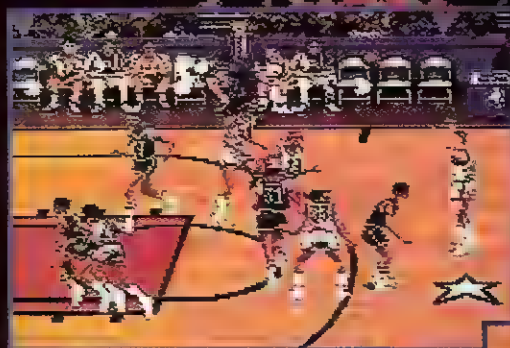


**P**axon drains the three! Perimeter shots can be hard at

first, but with practice (and a good shooter), you sink them left and right. It helps to be open when you shoot — even Larry Bird has trouble aiming if a defender's in his face.

**T**he Bulls call a time-out to bring fresh players off the bench. Some of the starters were looking a little ragged in the closing minutes of the third quarter, and it's important for the stars to play hard near the end of the game.

**W**ith three seconds left to play and the Bulls leading by 2, Drexler sets a huge screen for Porter, but Cartwright's still between him and the basket! Here comes the shot....



**D**rexler catches Jordan napping and comes away with a steal. Some of the fans thought that was a foul, but the officials didn't see it that way — this time. They won't hesitate to blow the whistle if they catch a player reaching.

CHICAGO BULLS					
PLAYER STATISTICS					
PLAYER	POS	NO.	HT.	FOUL	REB
CHERRY	F	34	6'10"	3	0
CRADLER	F	33	6'7"	0	0
CRISTOFER	G	34	6'4"	0	0
PAXSON	G	5	6'2"	1	0
JORDAN	G	23	6'6"	1	0
BRADSTROM	G	10	6'2"	0	0
KING	F	21	6'11"	0	0
PERDUE	G	32	7'0"	0	0
RODGES	G	14	6'2"	0	0
GEORGINA	F	53	6'3"	0	0
GILLIAMS	G	42	6'10"	0	0
HANSEN	G	20	6'5"	0	0
TIME: 2:00			SCORE: 6 T.O. 6		
A: MORE STAT			B: SUB. PLAYER		
C: SWAP TEAM			D: TO GAME		



**W**ith seconds ticking by, Jordan nails another dunk. This great play started near the three-point line, where Jordan pump-faked his way past his defender. The trick is to get your opponent in the air, leaving you an open path to the basket.



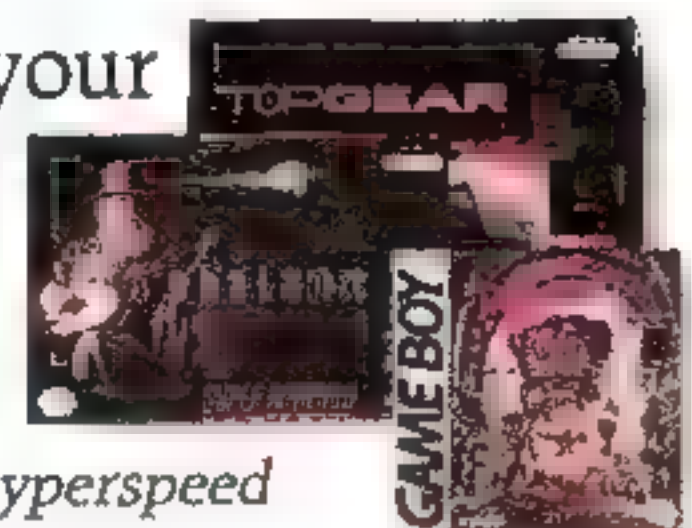


# GET 'EM BY THE CROSS HAIRS.



Is this truly X-cellent or what? Now you can X-terminate your enemies in truly X-pert style, with the first Super Scope game that uses on-screen cross-hair sights. It's the shoot-from-the-hippest game ever invented, and it'll drive you X-tremely wild. So get that Super Scope off your shoulder and zero in on the X-Zone.

**KEMCO**



*Also: Gear up and go for it with Top Gear, the #1 Super NES™ race game. Phalanx, the hyperspeed Super NES™ shootout in space. And Dr. Franken, Kemco's new monster hit for Game Boy®.*

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Until recently, there weren't any serious simulations available for video-game systems—no one considered the 8-bit machines capable of that level of complexity. But with the Super Nintendo came *Sim City* and *Populous*, and simulations were on their way. Soon the Nintendo generation will be experiencing everything from piloting a space ship to living on an ant farm without leaving the comfort of their home. You can even become a business owner as in Koei's new simulation *Aerobiz*.

Although airlines around the world are struggling to stay aloft, you can reverse the trend if you're successful in building and controlling your own firm. *Aerobiz* puts you in charge of parts of the business

you probably never knew existed, such as setting up initial routes, ordering new planes, planning advertising, and arranging side-line investments such as hotels.

To action-adventure fans, *Aerobiz* may sound a little dry. Give it a chance—It's a really unique "game." And take advantage of these tips and tactics as you're getting started in the biz. Once you get going, we bet you'll have a tough time quitting.

# AEROBIZ

## Manage the

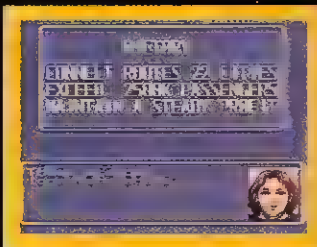


One of the coolest things about *Aerobiz* is its historical accuracy. Your choice of scenario affects not only the flow of the game, but the available technology and resources as well.

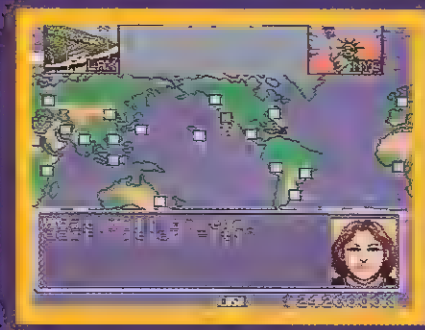


Be sure to select a base for your airline that provides ample capital and resources. Los Angeles and Tokyo are probably your best choices.

Always keep your goal in mind: to be the first airline to connect all 22 cities. It's going to take advance planning—plus some calculated risks.







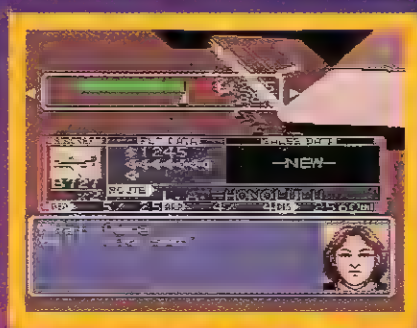
Set up initial routes as the first order of business. You can travel only to the cities in which you currently have holding slots. The number of available slots is displayed beside each city on the map. At this point, don't let any sit vacant.

## Koei Super NES

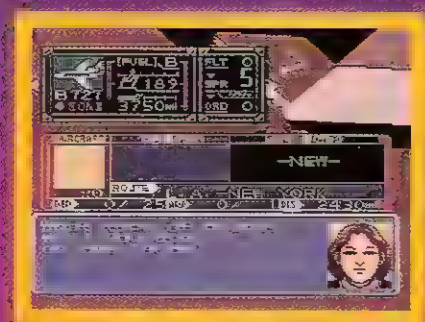
Koei: One Bay Plaza, Suite 540,  
1350 Bayshore Highway,  
Burlingame, Ca 94010



Your agents should always be negotiating for more slots... and since it takes at least six months to get them, you'd better plan ahead! Be logical in picking expansion cities, and don't forget that there must be a slot at your base airport for every flight out.



You must also set the fare. Since there are no established airlines at this point, provide yourself with a hefty profit margin. Raise or lower the margin whenever it will increase your overall income from the flight.

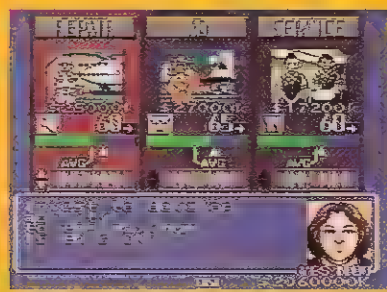


When you choose a route, you must select the type of plane to use. Consider size, economy and its ability to cover the distance non-stop. Change the plane type whenever it may help your profits.

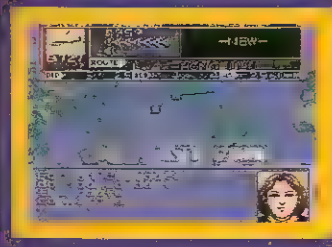
Order planes in advance, too, since delivery takes time. Use manufacturers' specifications to make logical choices. For example, if you've cornered the L.A.-London route, you don't want planes that can fly only 200 miles without refueling.



Max out all your investments, especially when you're getting established. Remember, you can always reduce them later. Don't skimp on repairs: A crash due to negligence costs far more than you could spend fixing small problems.



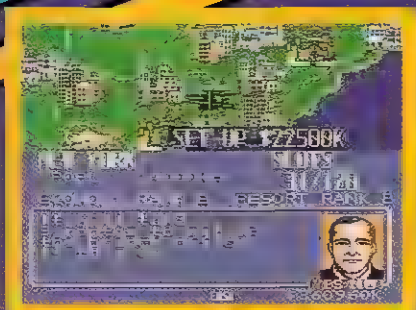




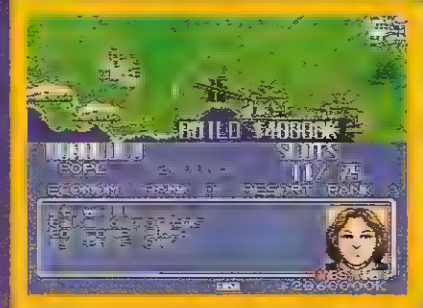
Before you can have an effective commercial, you need a product worth advertising. Don't advertise the extensiveness of your routes if you fly only from Vancouver to Mexico and Moscow. When in doubt, wait to do commercials until later in the game.



Buying stock in a charter company provides you with another source of income — as well as additional power in other transactions, such as buying planes and obtaining holding slots.



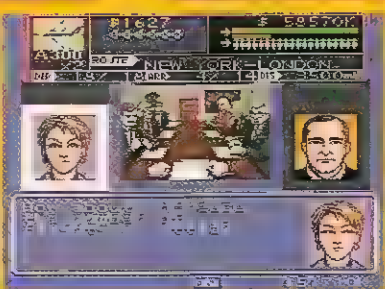
Once you've got holding slots in several cities, open a branch office. This allows you to send flights out from cities other than the one in which you're based. An office takes time to build, so again, plan ahead.



You should eventually open hotels in key cities. Hotels provide a healthy profit and also allow you to produce tourist-oriented commercials, which, in turn, increase flights to those cities.



The globe screen provides you with a summary of the transactions competing airlines have made during the quarter, as well as notable world events that might affect your business.

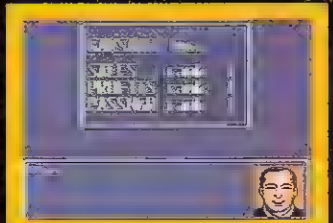


Once you're past the initial set-up of your business, check with management before making another move. They're an invaluable source of information on how to make particular routes more profitable.

The quarterly reports are the best indication of how you're doing compared to the other airlines — and in relation to winning the game. Use this screen to plan your moves for the next quarter.



Strive to be top dog in all three areas. Profits may have to take a back seat to other goals in the beginning, but once you're in the lead in the other areas, concentrate heavily on building your profit margins. Consider *all* your goals, though, in future decision-making.





# CONGO'S CAPER™

IT'S AN  
EVOLUTION  
REVOLUTION!



## Joe & Mac's country cousin comes to the Super Nintendo!

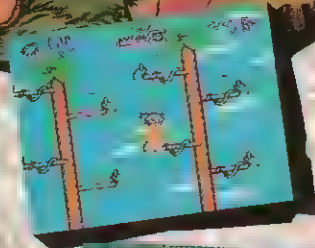
If you were a monkey, just hangin' out in the jungle with your chimp-chick, and a magic ruby fell out of the sky and zapped you both, turning you into half-humans, and a demon-kid swooped down and made off with your girl — what would you do? You'd high-tail it after them and stop at nothing to save her, that's what — 'cause you're Congo, the monkey-turned-superkid, and only you can uphold the law of the jungle! But it's more than a jungle out there — your search for little Congette will take you from ghost towns to pirate ships to ninja castles to the belly of a Tyrannosaurus. This is no time for a banana-break — you'd better get down to monkey business!

Data East USA, Inc.  
1850 Little Orchard Street  
San Jose, CA 95125

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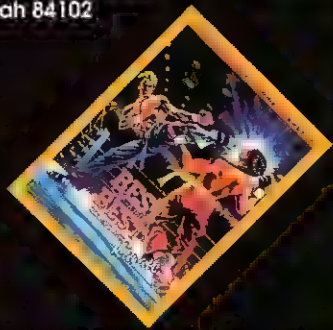
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM





## ELECTRO BRAIN/SUPER NES

Electro Brain; 573 East 300 South;  
Salt Lake City, Utah 84102



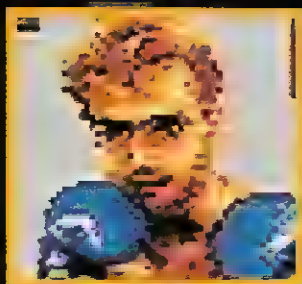
Matthew  
A. Fime

You can custom-  
ize the game to  
suit your tastes,  
even choosing  
your fighter's ap-  
pearance.



**E**lectro Brain's *Best of the Best Championship Karate* throws you right in the middle of some of the toughest fighting competition you've ever seen. You're a talented young kickboxer with dreams of winning the championship. But there are plenty of other hopefuls competing for the crown, too — and then there's the Champ. He's experienced, mean, and not about to let a rookie get past him.

But by the time you reach Cogneur, the champ, you won't be a rookie anymore. You'll have fought more than a dozen contenders, and you'll have spent endless hours working out in the gym. You'll have even participated in the Kumate—a brutal, full-contact tournament in which only the best fighters in the world compete. There are no referees and no between-round breaks in the Kumate. The last man standing is the winner.



Sting

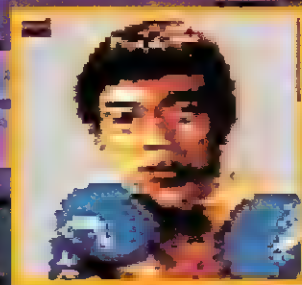
This is who we  
think the fight-  
ers look like.



talk-show host  
Byron Allen



Charlie Sheen



the late Jack Soo

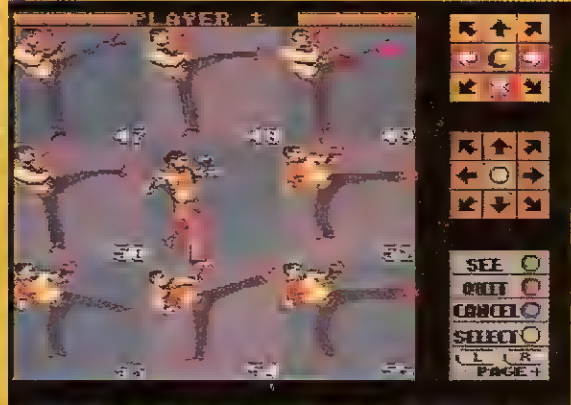
# HIGH KARATE





ROUND: 03

0:57



Your fighter has more than 155 moves from which to choose. Try to balance your choices so you have plenty of head, body, and leg attacks in your arsenal.



The action in the ring is terrific! Those lights over each fighter's head act as energy meters. Turn out your opponent's lights, and he goes down!



Between rounds, you have a chance to catch your breath — and regain your strength.



# HIGH KUN KARATE



If you hope to reach Cognear, spend plenty of time in the gym. Sparring helps build up your resistance to attack.



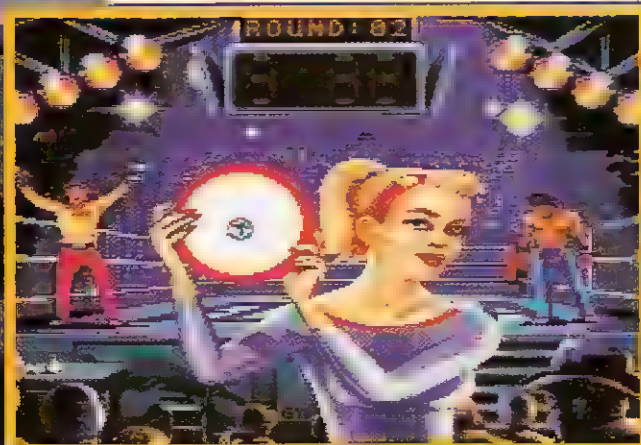
Hitting the heavy bag builds your strength. If you've got a turbo-equipped controller, this is the place to use it!



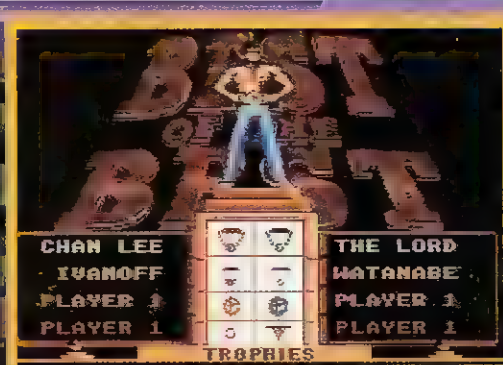
The kick pads, which help sharpen your reflexes, are the toughest training tools in the gym. Each pad moves toward you, and you have only a fraction of a second to reach and kick it. It's harder than it looks!



You know when you've whipped an opponent—the ref counts him out, and victory is yours!



You earn a trophy for each match you win.



Check the rankings at any time to see where you stand.





## SPECIAL TREASURE!

Receive a **FREE Hook soundtrack cassette** when you buy any NES, SNES or Game Boy **HOOK VIDEO GAME** and **HOOK VIDEO MOVIE**. See below for details.

# THE CRITICS ARE HOOKED!

Check out what they're saying about the incredible new Super NES version of Hook.

*"...one of the hottest action games I have ever played. The music is absolutely beautiful and the graphics are top-notch."* — **SUPER NES BUYER'S GUIDE**

*"Hook is intelligently made from start to finish. Its execution is excellent."*

— **GAME PLAYERS NINTENDO GUIDE**



*Flying's your greatest power, but keep your eye on the flight meter*



*Here's your chance... you've got him where you want him*

*"Hook's multilayered, smoothly scrolling visuals inspire comparisons to Super NES legends, such as Actraiser and Super Castlevania IV. The music is so good, you'll want to crack open the cart and see if there's a Compact Disc inside! Five-star game play. Hook succeeds in every way."* — **GAMEPRO**

Hook. The ultimate adventure for your Super NES. You'll be Hooked too!

Also available for NES and GameBoy.

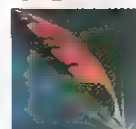
To get your free Hook cassette, mail in the Universal Product Code (UPC) from the package of any Hook video game and the Proof of Purchase tab from the Hook video movie (no photocopies, only original packaging will be accepted) along with your name and address and \$1.50 for postage and handling to:  
HOOK Soundtrack Offer, P.O. Box 7696, Young America, MN 55573-7696.  
Limited to residents of the United States. While supplies last.



LICENSED FOR PLAY BY



SONY



IMAGESOFT



# HIGH ROUND: 03 KARATE



If you're asked to compete in the Kumate, don't rush in! Be certain you're ready to face the tough opponents marauding you. A loss in the Kumate could be your last.



You face some tough customers in the Kumate, from The Bear to Warrior.



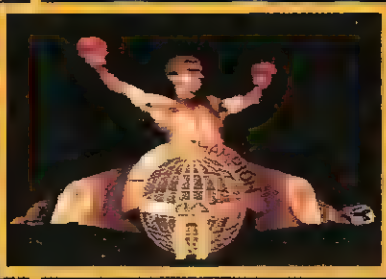
The rewards in the Kumate, however, outweigh the risks. A few victories here put you among the top ten contenders!



You get plenty of positive reinforcement, too.



But as the Kumate tournament proceeds, the action really heats up. Don't look for any referees here!



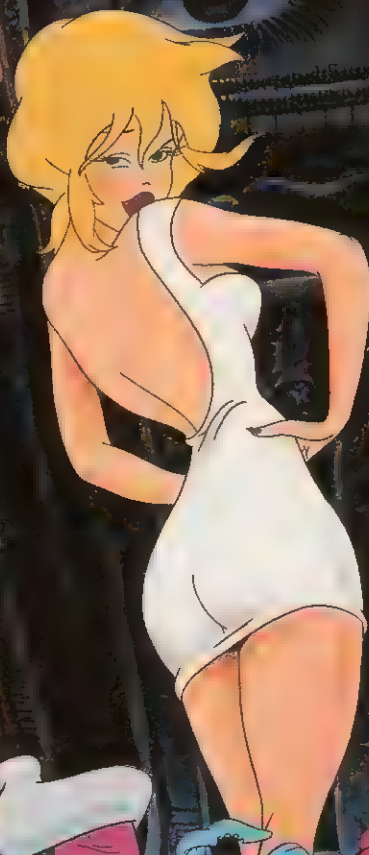
If you can beat everyone in the Kumate, you're the Best of the Best. The champ, Cognear, still awaits you, though. Do you have the skill and training to take the championship belt?

GP



# HOLLI WOULD IF SHE COULD.

## COOL WORLD™



It's an imaginary world where cartoon characters called Doodles are alive. In this bizarre adventure, the Doodles are disturbing the balance between Cool World and Real World. If the balance isn't restored quickly, both worlds will be destroyed! Pit your wits against Doodles like Holli Would, Vegas Vinnie and Slash. They're out to get you—it's up to you to stop them and save the world!

AVAILABLE ON VIDEOCASSETTE  
FEBRUARY 1993

*The name of the game*



Ocean of America, Inc.  
1855 O'Toole Ave., Suite D-102  
San Jose, CA 95131



**Nintendo**  
ENTERTAINMENT  
SYSTEM™

**SUPER NINTENDO**

**GAME BOY**



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Product Information Number 250



Neo-Anarchist's  
The Guide to

Chris Slate

**P**ssst... hey, chummer — need a little extra 'cred? There's always room for another runner in the sprawl, but only experts need apply. It's a nasty world out there and Shadowrunner wannabes are just waitin' ta get geeked. Still interested? Then stick around — things are about ta heat up, and there's plenty of nuyen waitin' where the action is.

Welcome to the streets of Seattle, more than 50 years in the future. A lot has changed in the last half-century, most of it for the worse. Arcologies the size of small cities house the giant Megacorps and their employees, who, for the most part, live a pretty safe and routine life. The real action takes place on the streets below — in the shadows. For the right amount of nuyen, you can hire adventurers-for-hire, called Shadowrunners, to do *anything*.

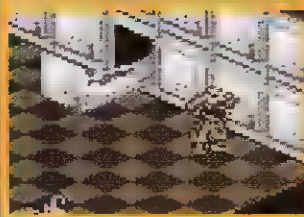
The Shadowrunners range from cutting-edge cyborgs to spell-casting mages, some of whom aren't even human. In fact, Metahumans have played a huge part in this world since the "awakening" years ago, when magical beings such as elves, trolls, dwarves, and orks began to resurface after lying dormant for centuries. All this results in a constant struggle between magic and technology, a balance that the world desperately fights to maintain.

In *Shadowrun*, you take the role of Jake Armatage, a runner with amnesia who must put the pieces of his own mystery together to stay alive. You'll find help along the way, but never put your trust in anyone — you can never tell who's already been bought and paid for.

Shadowrun FASA Corporation 1989. SHADOWRUN is a trademark of FASA Corporation. All rights reserved.



## Seattle, 2050



Your story begins in, of all places, a morgue. Apparently, the guy who wanted you dead botched the job. But you have no idea about the identity of your enemy, and you can't even remember who you are. The people you bump into might be old friends — or hated foes.

Some doors can't be opened without a key.



>>>>>[Listen to the man. If a door don't wanna be opened, then chummer, it ain't gettin' opened. Shootin' the lock won't help, so don't waste your ammo.]<<<<<

— Aries (11:32:03 / 11:20:50)

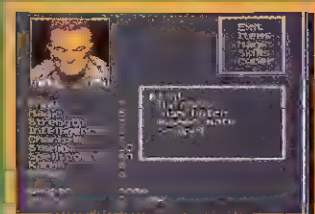


You can find many useful items in the morgue. Search the room with the palm icon until you find a note, a slap patch, a scalpel, and your name (on the tag on the slab).



When you first leave the morgue, a woman stops you on the street. She was there when you were attacked, so be sure to find out everything she knows.



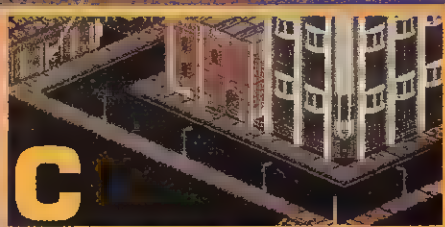


Remember to the Stat screen to examine or use any items you've picked up. You can have the

biggest, baddest gun on the block, but it can't do you any good unless you've equipped it.

Watch your back. Shoot straight. Don't mess around. And don't mess with me.

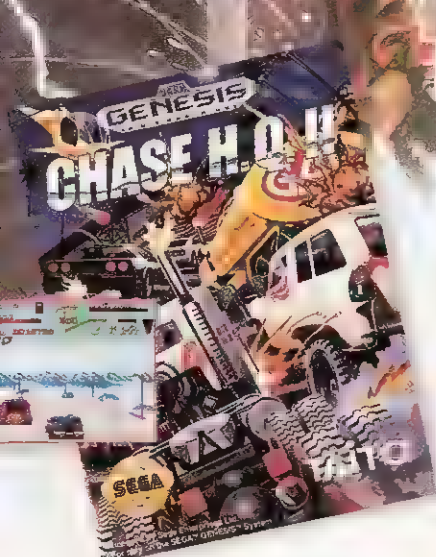
## The Seattle Sprawl





# ELECTRIFYING

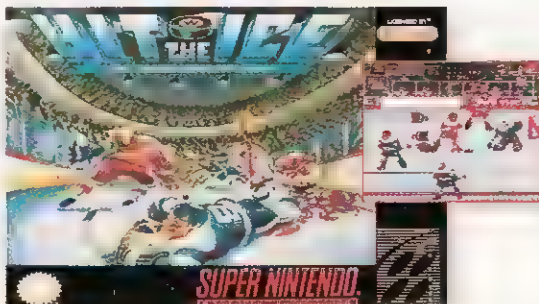
## SUPERCHARGED GAMES



The smash arcade hit has been given a few new dents. Lead-footed criminals will grind your gears, not only on the highway, but the jungles and snow choked mountains as well.



You'll need to unleash your fatal fists on some bad dudes and crazy creatures. *Punch-in* and get to work because this job will take a real super hero!



This head bangin' hard checkin' free-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and **CHECK** it out!



There's bone crunching action for Sega Genesis too. Unless you want some free dental work you had better stick in the mouthpiece, strap on the pads and **CHECK** it out!

**TAITO**<sup>TM</sup>  
THE ONLY GAME IN TOWN.

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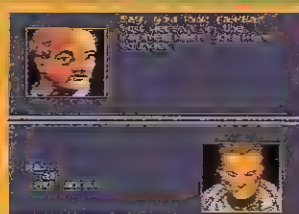
Product Information Number 350



## The Sprawl

The corps have rules,  
and so do the streets.  
Play at your own risk.

— While making  
combat moves



It's important to talk to everyone you meet. You won't be able to get the answers you need out of people unless you've got the right questions from others.

— [Name] (16:12:41/17:21:59)

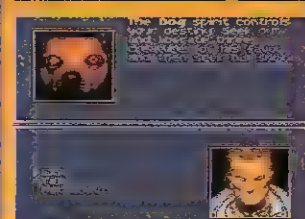
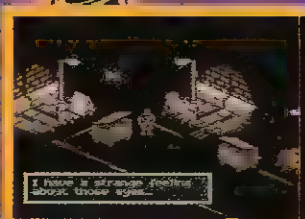
Looks like you took a wrong turn. Crankhead, this be your last.



Get a gun before you do anything else. You can find one in the section of the map marked B.

[Yeah, but they forgot to mention that it's only a Zip-Gun. I knew a guy who once pulled a Zip-Gun on some orks, and they thought it was a joke. He got away while they were laughing.]<<<<<

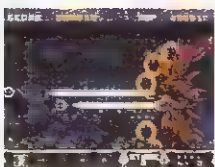
— Y.T. (16:12:41/17:21:59)



After finding the gun, walk to the far-left wall. There's an unlikely messenger there who has a favor to ask.



# HURL THROUGH SPACE.



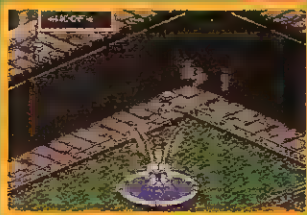
It's so fast, it'll make your teeth rattle. So intense, it'll make your toes curl. So action-packed, you'll go rocketing, blasting and splashing your way through 8 stages in this Super NES Action/Arcade classic. It may take facing horrific 3-D creatures and multi-level scrolling. It may take a will of iron and nerves of steel. But you've got what it takes! Even if you have to hurl.

**SEIKA**

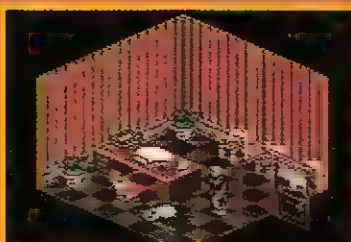
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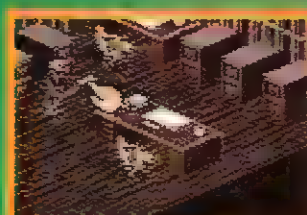




The dog said to release his brothers. Start here, in the center of the city, where this dog is locked up with the fountain. Open the gate in the upper-left corner to free him.

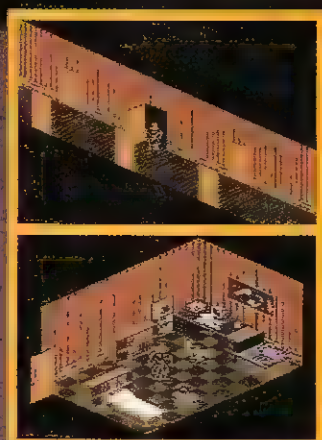


There's an office full of interesting things — most notably, a dead Mr. Johnson with your apartment key in his pocket — in the map labeled F. Look for a memo on his desk, too.

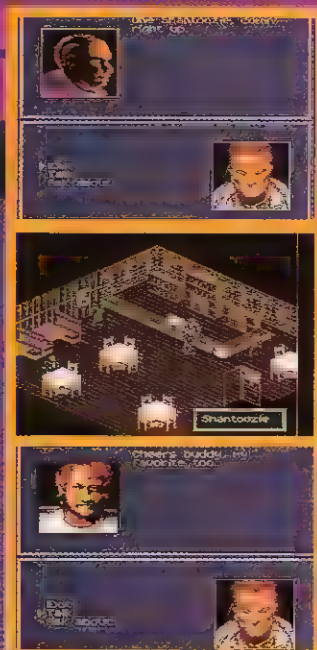


Remember to search your enemies after they're downed. A lot of them carry cash or other valuables.

— London (05:43-08/11:43-50)



Your apartment building is in map E. Read the numbers on the doors until you reach #6. Inside you'll find 20 nuyen in the cabinet, a note next to the computer, a pair of shades by the bed, and messages on your phone. As long as you're inside, take a nap.



Now go to the bar in section C. The bartender there knows you, so press him for info.

>>>>>[If you're looking for info, I suggest that you start with the fellow sitting at the far end of the room. He tells you anything you want to know ... if you buy him a drink first.]<<<<<

— London (05:43-08/11:43-50)





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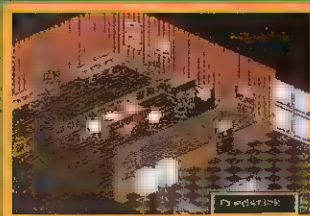
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**SUPER NINTENDO**  
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Now go back to the morgue and ask about Grinder [make sure you heard about him in the bar]. Look through the files to find tickets and a credstick!



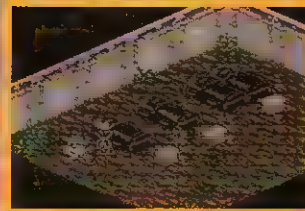
Use the phone at the club to call Sassie — she gives you Glutman's number so you can call him, too.



Give the large ork bouncer the tickets, and he lets you in.

**[Don't even think about sneaking in. The bouncer may have the I.Q. of dry toast, but that doesn't matter when he's bigger an' stronger than ten o' you.]**

— Bane (38:15:47/11-23-50)



Go to the graveyard in section D and use your scalpel to break into the tomb near the bottom. If you heal the shaman inside with your slap patch, he gives you a totem.



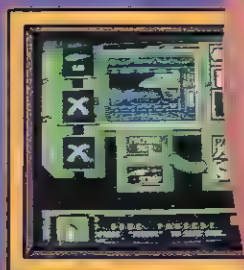
**Captured!** Inevitably, one of the people you talk to in the bar carts you off to places unknown for "safe keeping."

**[You're as good as chummer.]** <<<<<<  
— Aries (21:34:09/11-24-50)



# OVERLORD

TV



**"OVERLORD has turned me into a ruthless, power-mad planet-grabber." Tom Malcolm, INFO**

**"Very much like a fusion of Sim-City and Risk... moreover, it does this without being a rehash of either of those games; OVERLORD has a style all its own." COMPUTE**

**"What makes OVERLORD stand out is how detailed yet easy to use the system is and how well thought-out the game is. This one will be a sleeper hit!" QUESTBUSTERS**

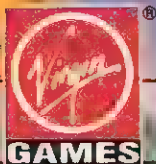
**"The graphics, music and sound effects are top notch. The look and feel are what set OVERLORD apart from other games of its genre. It flows easily from one part to the next... makes learning and playing a breeze." INFO**

**"Pre-release critics say OVERLORD is the first computer game to take science fiction seriously." PRESS PUBLICATIONS**

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## The Tech View of Shadowrun

The success of the Shadowrun game has spawned a whole new line of products, including a Super Nintendo video game.

—Tom Dowd, Snake shaman

When the role-playing giants at FASA Corporation, a publishing company based in Chicago, created *Shadowrun* back in 1989, they couldn't have imagined the widespread success that would eventually spawn tons of sourcebooks, adventure supplements, novels, and now a Super Nintendo video game. Players everywhere fell in love with the unusual mix of cutting-edge technology and ancient magic. *Shadowrun's* lasting success has most recently produced a second edition of the original game, with streamlined rules so that beginners can jump right in the action.

While *Shadowrun's* instant popularity might have come as a surprise to many, FASA was no stranger to success. The company has produced — and is still producing — the immense *Battletech* combat game that's a role-playing staple. In *Battletech* you engage in combat using giant robots armed to the teeth with a variety of futuristic weapons. Many a role-player has lost more than a few nights' sleep to mecha combat.

FASA's Tom Dowd, co-creator of *Shadowrun*, recently let *Game Players* in on some behind-the-scenes info. The company's immediate plans for *Shadowrun* include more products centered in Europe, such as their London sourcebook. They also plan to do more with elves, one of the most popular races in the game. Dowd says a *Shadowrun* book usually takes between two to three months to write, and the inventive concepts for new adventures can come from anywhere.

"There's no one way we write the books," Dowd says. "Sometimes the ideas come out of a convention, or from freelancers, or from meetings here at FASA."

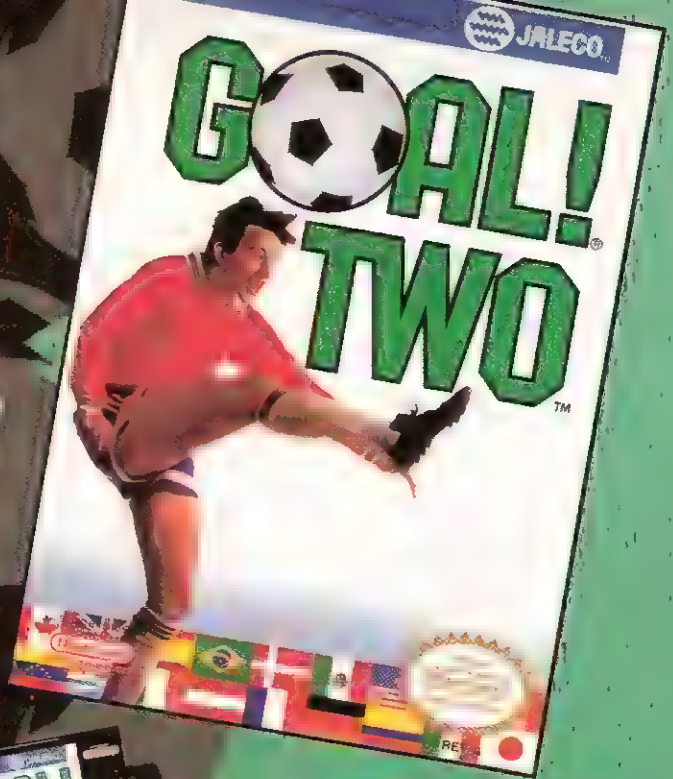
Dowd and the other folks at FASA are big fans of the Super NES version of *Shadowrun*. "It really has the feel of our *Shadowrun* — it's very loyal to the original game. The guys at Data East and Beam Software have really done a great job."

Anyone who's interested in learning more about FASA and its line of *Shadowrun* products can send a self-addressed, stamped envelope to: The *Shadowrun* Network; 2101 West Broadway; #305; P.O. Box 6018; Columbia, MD 65205-6018. Good luck in the Shadows!

GP



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# SONIC BLASTMAN

Taito 390 Hollbrook Drive, Wheeling, IL 60090

## TO KILL THE ENEMY

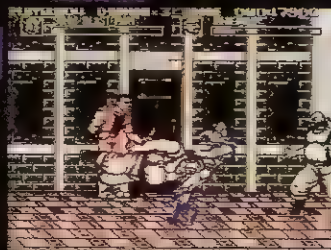
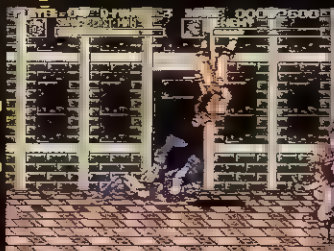
Jeff Lundrigan

**F**rom space comes a man to help the Earth in its time of need. Staunch defender of the weak and helpless, he gleefully beats the tar out of hideous mutant creatures in the name of interplanetary justice. *He is ... Sonic Blastman!*

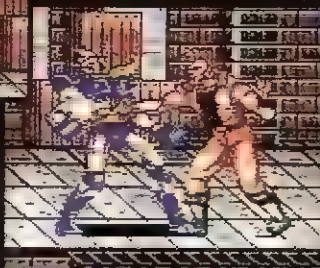
*Sonic Blastman* is based, somewhat loosely, on the arcade game of the same name. In the coin-op version, you physically used your fists to hit opponents and score points, but the Super NES version is a side-scrolling fighting game. It's a big change, but *Sonic Blastman* is still a solid (if too whimsical) action game.



Surrounded? Don't panic! Use a one-handed throw — or better yet, a judo throw (which does more damage) to get your opponents to one side of the screen.



Once your enemies are grouped together, use either a sonic uppercut or wind-up punch to smash them. A sonic uppercut conveniently leaves a groggy enemy right in front of you, suitable to grab for a deadly airplane throw.



Fat warriors and knife-wielding punks are your biggest challenge in the first stage. Get in and attack them quickly — if you give them even half a second, the punks shove a blade between your ribs. The fat ones just want to smother you with their overwhelming bulk.



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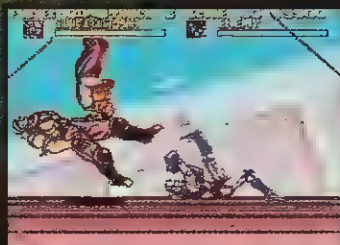
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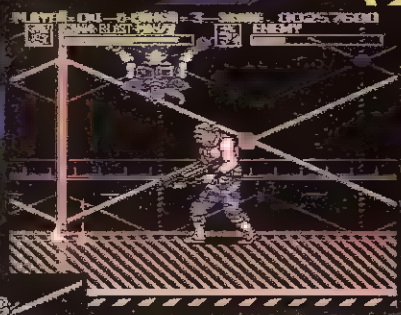




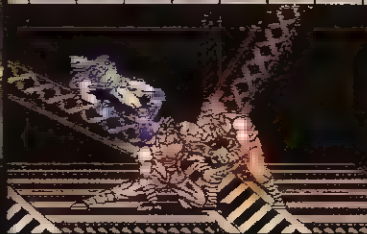
The first boss slaps you silly if you come at him dead on. Approach from the side, then grab him for a power punch. You can also use his henchmen against him — throw them into him or line them up with him and slam 'em with a sonic uppercut.



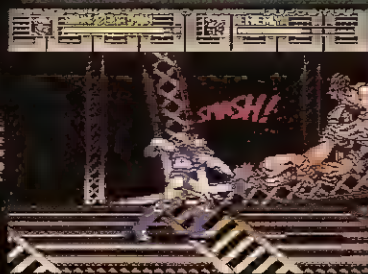
The jumping judo killers bounce around a lot. Pick the place they'll land, wait just above or below it, then grab them for a power punch.



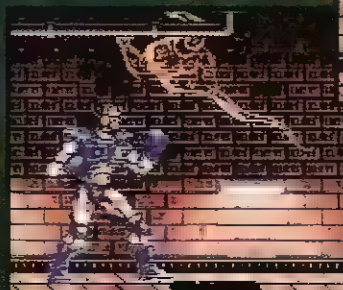
Enemies armed with guns look tough, but they fold up easily. Get close fast (if you leap over their gunfire to do this, it looks *real cool*) and pummel them without mercy.



The razor-clawed dual second bosses are every bit as vicious as they look. They unleash a devastating slide attack if you stay in front of them for too long, so zig zag around the center of the screen. Throw a punch when you're even with them, but don't stay there for too long!



The sewers are filled with weird-looking, ghostly aliens that turn into piles of moving toxic crud that hurt to step on. Walk away from them, then turn and smash 'em good when they re-form.



These ghostly... uh... tadpoles can leap out and grab you, squeezing away your life. Worse, while held immobile, you're open to attack by other enemies.



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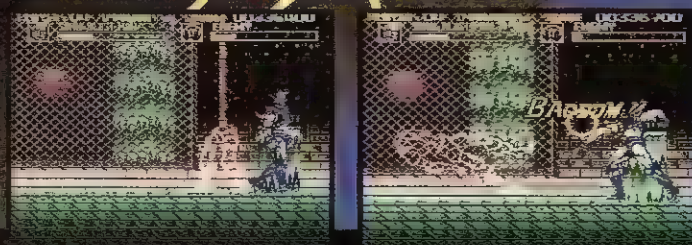
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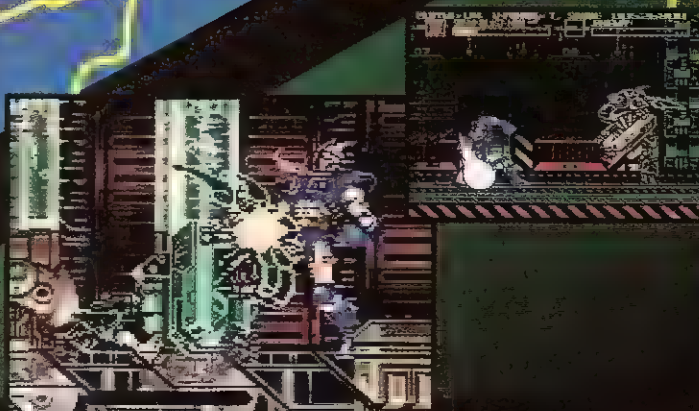




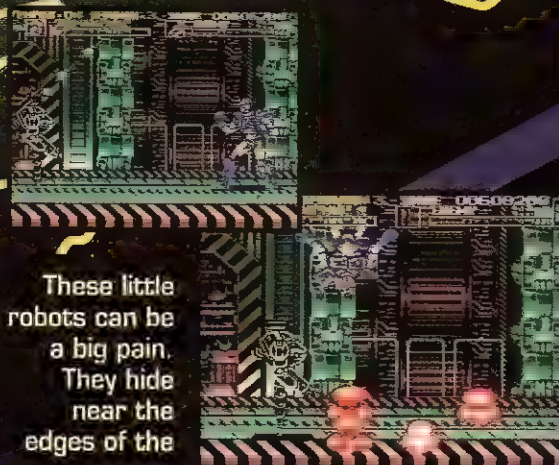
Watch for these tall, spindly critters to ooze from the ceiling, then fall directly on top of you. When one starts to disappear, start walking away, then turn quickly and bash it *hard* when it begins to drop.



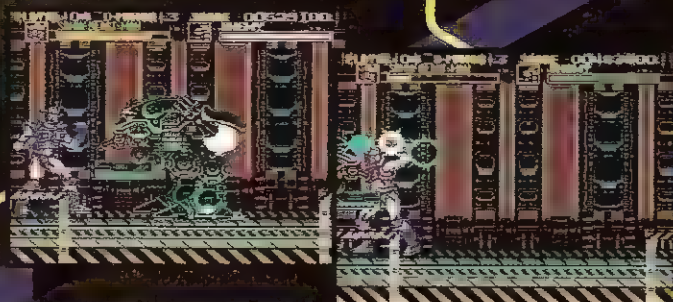
This boss is difficult to defeat with a normal attack. Instead, grab the aliens it throws and hurl them back at the main creature. It might work even better to make repeated jump-kicks across the top of the screen.



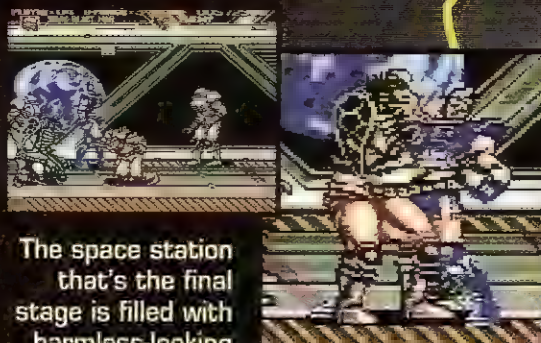
The robot soldiers that crowd stage 4 come in a variety of sizes and shapes. Be especially careful of the really big ones — they charge right at you and can do a lot of damage. Watch for this khaki monster toward the end of the stage. It moves so fast that your best bet is repeated dynamite punches.



These little robots can be a big pain. They hide near the edges of the screen (occasionally off-screen) and shoot salvos of rockets. Avoid getting caught in explosions by waiting for them to fall, then jumping across the screen.



This familiar robot is the boss of stage 4. You can destroy it with dynamite punches, or you can try to mangle it with your bare hands. Let it charge, then move *fast* and catch it just as it comes back on-screen. Hit it with a wind-up punch, then drop to the bottom of the screen and let it charge again. Repeat until you're victorious.



The space station that's the final stage is filled with harmless-looking soldiers, but don't let them fool you. After taking a few hits, they mutate into hideous monsters. Be warned — these creatures aren't nice!



# Not Recommended For Cowards.

From deep within Morador's Castle, a foul stench rises up to mix with the cold, damp midnight air. In the deadly caves far below the surface, the evil wizard's pet fire-breathing dragon, Singe, guards the captive Princess Daphne. You, Dirk the Daring, walk steadily toward the castle gate. You feel no fear - but then, fear is for cowards. No other would dare to enter this perilous castle where Morador has imprisoned the helpless princess. But for you, there is no other possible course to take. Now is the time for heroes. Now is the time to enter the

## DRAGON'S LAIR



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Product Information Number 130





# Wario TROUBLE in MARIO LAND

Nintendo of America: 4820 150th Avenue NE, P.O. Box 957, Redmond, WA 98052



NINTENDO OF AMERICA  
GAME BOY

Chris Slate

**W**ario Land is in terrible trouble — again — and Mario is back in action to save the day! While our hero was battling Tatanga in his first Game Boy adventure, the evil Wario took over his unguarded castle! The fiend has scattered the six golden coins which unlock the castle all over Mario Land. As Mario, it's your job to find all six coins and defeat Wario.

*Super Mario Land 2: 6 Golden Coins* is structured

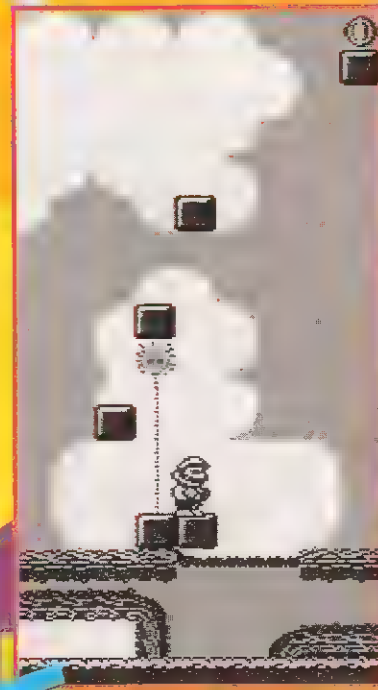
almost exactly like the SNES *Super Mario World*. You move from stage to stage on a map screen of Mario Land, through several different areas that are unique in look and play. You can also save your game by ringing a special bell that appears in many levels. There's a much larger area to explore than in the first Game Boy adventure, including many new bonus levels. And, as if all this isn't enough, the characters and graphics are twice as

big as in the first Game Boy *Mario*, and the soundtrack is doubly impressive, too.

What a game! *Super Mario Land 2* easily tops the original, which is the standard by which all sequels are measured. It inherits the *Mario* series' trademark playability, so you'll want to challenge Wario over and over again. We really can't say enough good things about *Super Mario Land 2* — it could easily be the best Game Boy adventure ever!



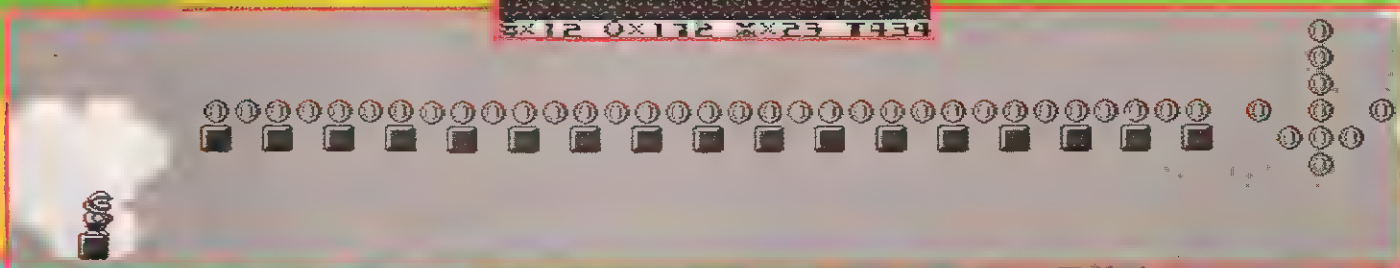
# TREE ZONE TIPS



You can find many invisible blocks in the first area of the Tree Zone, so be sure to jump around and search. There are three sets of secret blocks near the beginning — each leads to a one-up!

Take the low road to discover this hidden star. It's hidden inside this invisible block, just above an opening.

These secret blocks lead to a ton of coins in the sky! Run as fast as you can over the stones so you don't slip through the cracks.



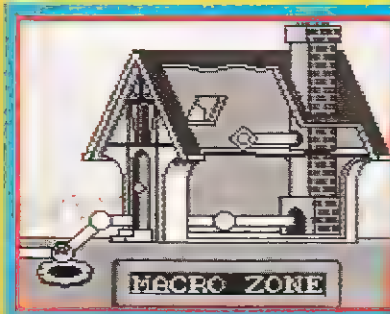




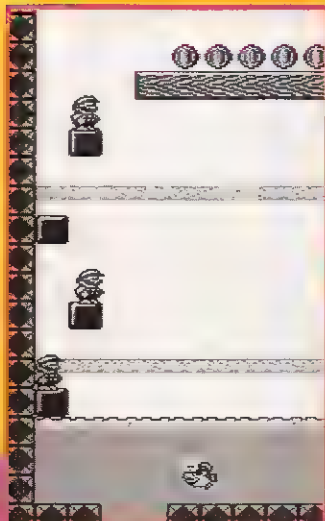
Once you reach section B of the Tree Zone, follow the high road to the right — there's another one-up waiting there!



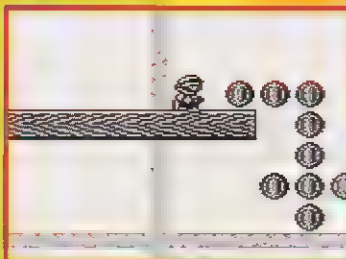
Ride this sap down to the bottom of the tree and then go right to find a carrot, coins, and a one-up!



# MACRO ZONE MANIA



Once you've reached the second stage in the Macro Zone, look for these blocks hidden near the exit — they lead to a secret horde of coins!

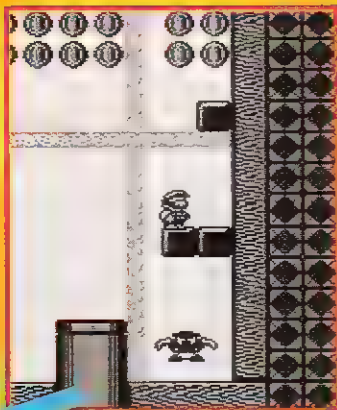


Continue to the right and drop down the pipe. It leads past some unfriendly ants for three extra lives!

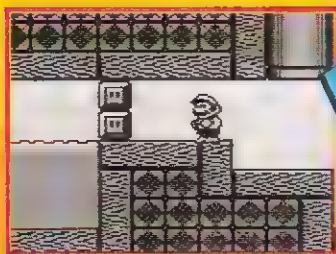
# CRUISIN' WITH







**T**he third area has a secret stash of coins, too. Look for a hidden block just to the right of this pipe.



**B**reak through this wall with your fireballs — once you're inside the secret room, you'll understand why.

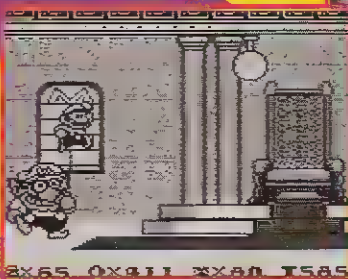


**G**o down between these pipes to jar a hidden mushroom loose from some invisible blocks. Now race through the pipe to the right and catch your new power-up.

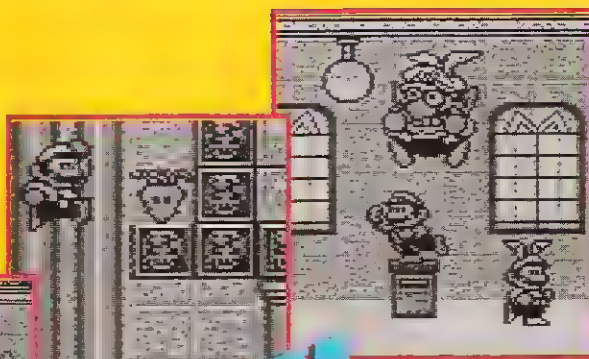
# Wario



**O**nce you've obtained all six coins, you're allowed to enter the castle. You can visit here any time, but you can't enter without the coins.



you fight. Once you've beaten him the first time, run to the right and grab the carrot that sits near the throne. You're definitely going to need it.



**M**ario finally comes face to face with Wario!

Your evil opponent has a lot of tricks up his sleeve, so you must fight him more than once. Leap on his head three times to defeat him each time

**GP**

# KRUSTY!



## RAT BASHING'S GONE PORTABLE!

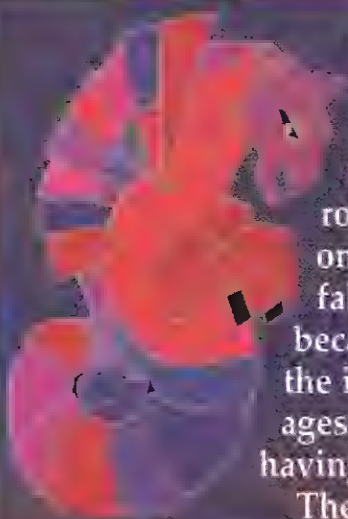
Gangway, man! Rats have invaded Krusty's Fun House! But now you can Krusterize the filthy vermin anywhere, anytime with the craziest in Simpsons™ portable gaming! 60 levels, guest appearances by Bart, and rat bashing action as cool as Krusty!

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**FLYING  
EDGE**  
A Division of Acclaim Entertainment, Inc.



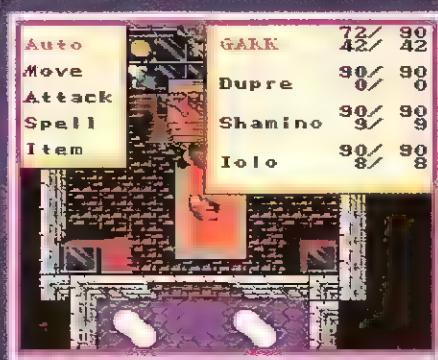
# THE ULTIMA



The release of *Ultima: The False Prophet* for the SNES ushers in a new era in electronic gaming. For the first time ever, a video-game system faithfully reproduces role-playing games (RPGs) that were once practical only on powerful home computers. While even this *Ultima* falls short of the PC version on a few counts (most notably because you can't save multiple games), it comes close in all the important sound and graphics departments, and it manages to maintain the hugeness of adventure without your having to install 14 pounds of computer disks one by one.

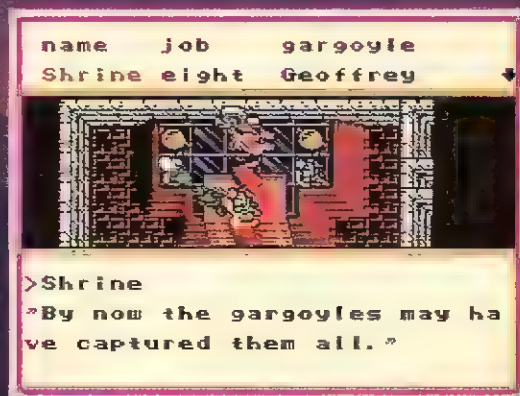
The *Ultima* universe is centered in Britannia, a land rich in honor and magic that has been plagued by every conceivable form of evil at one time or another. As the Avatar, you're regularly called away from your mundane life to serve Lord British and return peace and tranquility to his kingdom. In this chapter of the saga, Britannia has been overrun by gargoyles on a mysterious quest. It's your job to prevent their success. Unfortunately, one of their main goals seems to involve your untimely demise.

Before you can hope to restore peace to the kingdom, you must gather eight runes of virtue and use them to free eight shrines from the evil gargoyles.



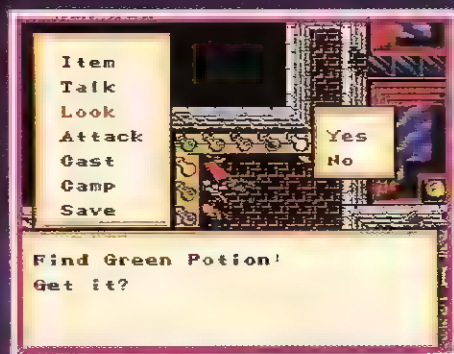
You're faced with a gargoyle attack right at the start of the game, but you need to get used to combat. You can let the computer attack for you and still not get killed.

After the gargoyles are defeated, talk to Lord British, Sir Geoffrey, and Nystul. The advice they give now proves helpful later.

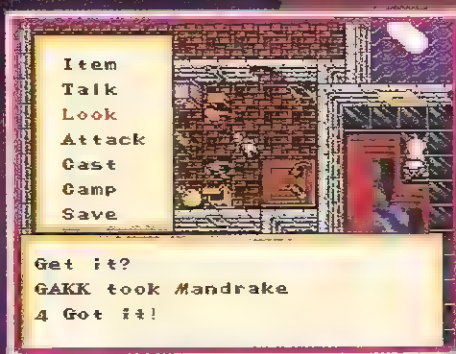




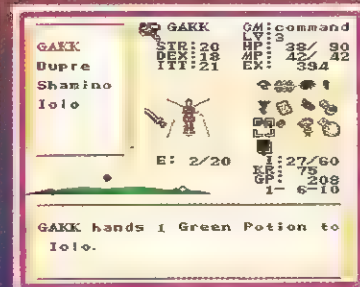
# EAT IN RPGs



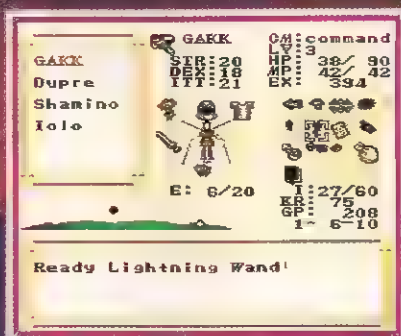
Lord British's castle is full of things useful for an adventurer. Stock up on magic potion in Nystul's chambers.



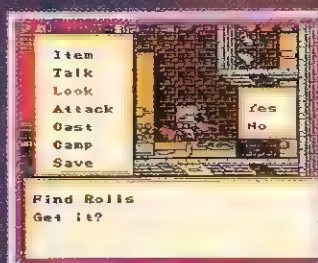
You find some armor in your room, along with two sets of the weird stuff you need to cast spells. Visit Lord British's chambers, too, located directly above yours.



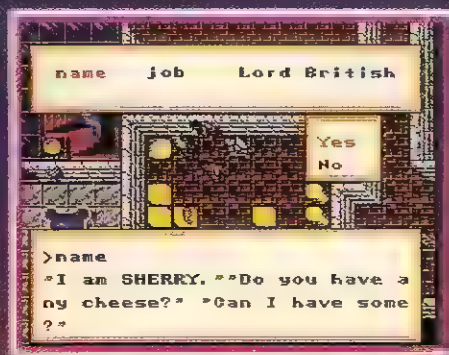
**Stuff tip #1:** Remember that you can carry only eight rows of inventory items. If your pockets get stuffed with stuff, let your pals carry anything you don't need right away.



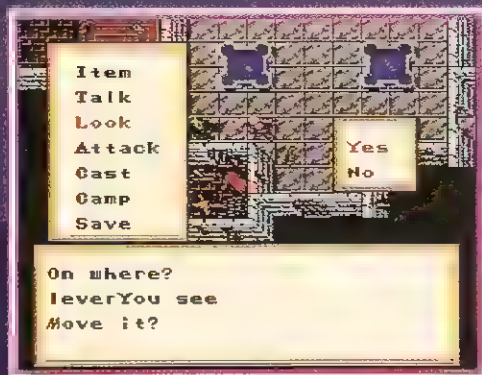
**Stuff tip #2:** Any stuff you need in battle must be readied by selecting the appropriate item under the Use menu.



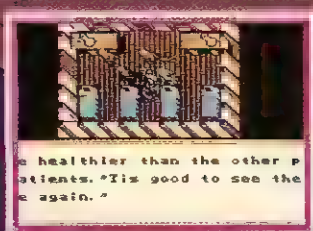
You might as well raid the kitchen while you're here. At least one of your companions lacks food, and without nourishment, camping won't properly restore your hit points.



Take some cheese and feed it to Sherry, the talking mouse. After she's eaten, she gladly joins your party — and proves useful later in the game.



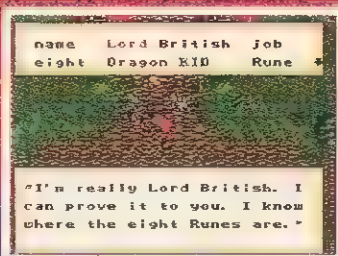
To leave the castle, you must raise the iron bars on the doorway. Use the key Lord British gave you to enter the side room, then look at the lever to move it.



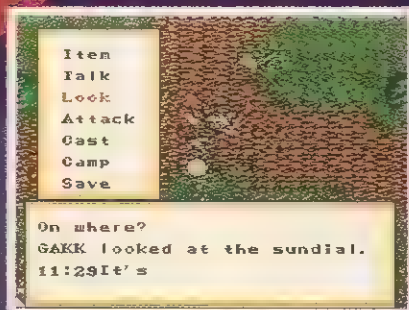
Gain a little confidence (gulp!) by making Cove your first stop. Talk to the guys who failed miserably and were almost killed while on the same mission you now undertake.



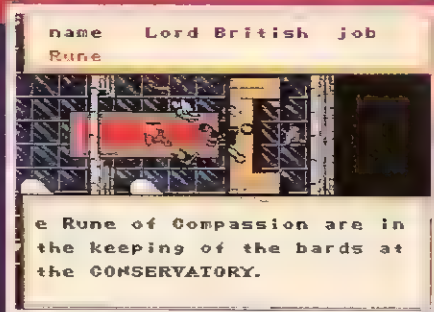
When you get back to Britain, chat with Rags, the beggar that hangs out in front of



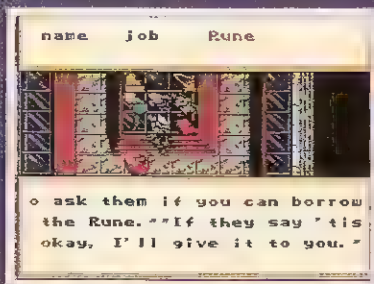
the castle. Although you should ignore him for the most part, he provides some interesting topics for your conversations with more important folks.



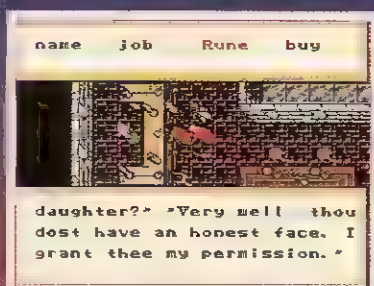
If you're close to an important action or discovery, check the nearest sun dial or clock — it's probably just about nightfall. A good night's rest at an inn or campsite is better than wandering around waiting for everyone else to wake up.



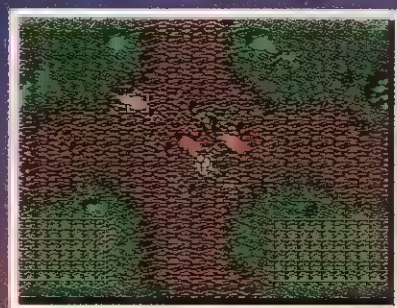
Talk to Lord British again to find out that Britannia's town leaders will help you locate the eight runes. Tholden, the leader of Britain, is found just below the castle, in the royal mint.



Talk with Tholden, then head for the conservatory across the street. A little girl named Ariana has the Rune of Compassion.

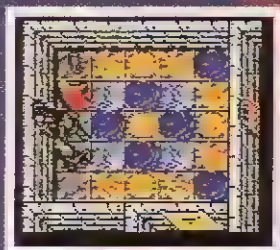


But to get the kid to give up the rune, you must get her mom's permission. Look at the Blue Boar, a local tavern.



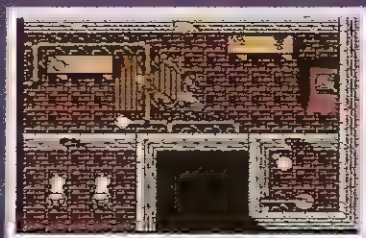
With the rune in hand, use the Moonorb to create a gate to Moonglow. A table in the manual shows you where to place the stone for each city.

Lord Agnar tells you that Beyvin had the Rune of Hon-



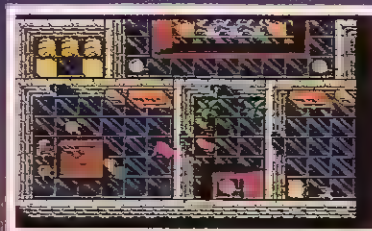
esty. Beyvm supposedly lives with Penumbra, but unfortunately Penumbra's anti-theft system is a bit too much for your current abilities. Head north instead and update your spellbook.

Once you reach Xiao's house, buy several spells, even if you don't have



the magic points to use them all.

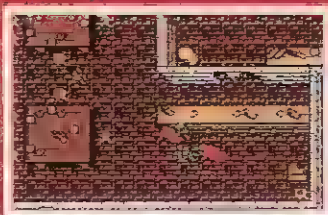
You encounter at least one batch of poisonous snakes during your journey north. To avoid snakebite, always attack them first. A Dispel spell or red potion will cure anyone who's been bitten.



the Lycaeum for a chat with Mariah — she's the one Nystul is always ranting about.

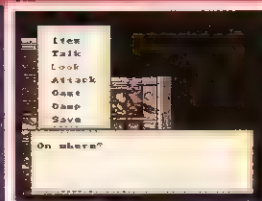


When you return to Moonglow, stop by the Blue Bottle Tavern. Read the scroll near the harpsi-

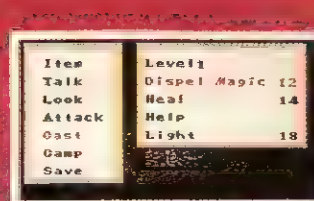


chord and talk with Manrel, the cousin of the guy who has the rune. Unfortunately, Manrel informs you that said guy is somewhat deceased.

With the keeper of the rune six feet under, it's time for a



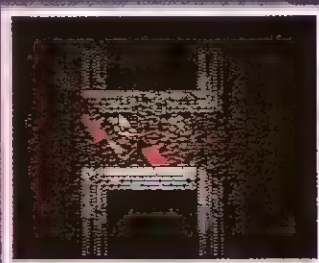
little grave digging. Look at the north wall of the tavern's pantry to find the entrance to the crypts.



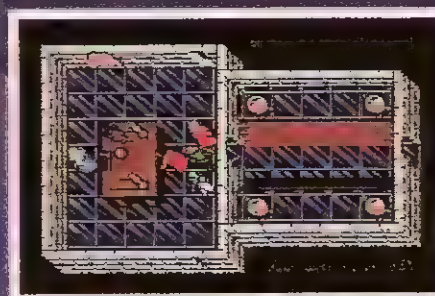
The quick route to Beyvin's tomb crosses this poisonous puddle. Use Dispel magic to heal anyone not wearing protective footwear.



While searching for the correct tomb, check out the dead guys along the wall. Several have some way-cool stuff they probably won't be needing anymore.



Beyvin's tomb is in the center of several like it on a lower level. Talk to Manrel to find the key, or if you have one, use a powder keg to blast open the tomb.

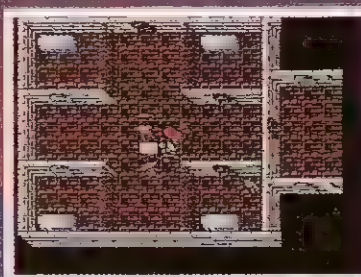


Your next stop is the town of Yew. Talk to Lady Lenora at the Hall of Justice for information on the rune.

Next on the agenda is the town of Trinsic. There's really no challenge

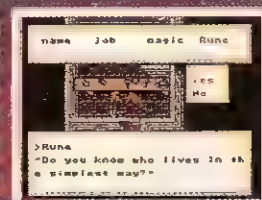


here — the Rune of Honor rests on a pedestal in the middle of town.



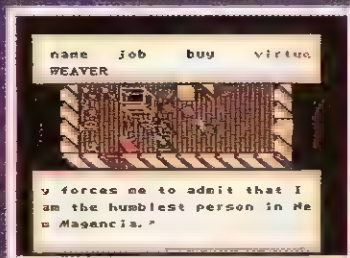
Lady Lenora knows that a thief in the prison once had the Rune of Justice. Talk to the jailer, then go back to the hall for permission to see the thief. Once you've waded through the red tape, the thief reveals the rune's location.

The Rune of Humility is in the care of Lord Antonio in the town

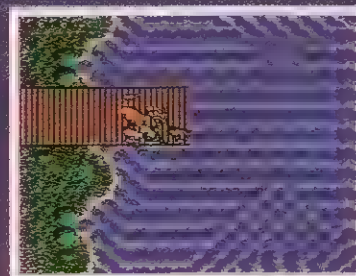


of New Magincia. Get him to cough it up by finding the humblest person in town.

But unfortunately, everyone brags about their humility. Ignore the



folks who tell you that they're the most humble.

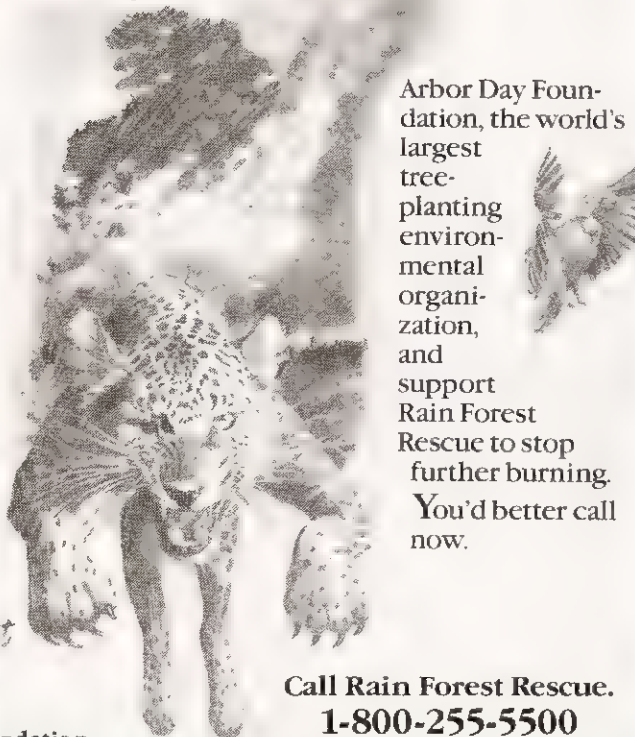


A fisherman named Conor is actually the most humble guy around. Hang out at the pier until you track him down.



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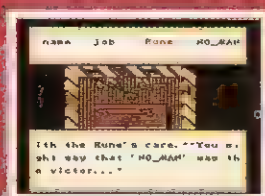
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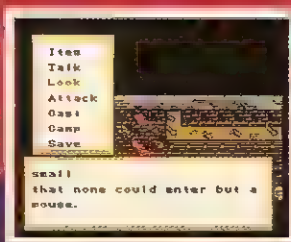


The next step is in Jhelam. Talk to Lord

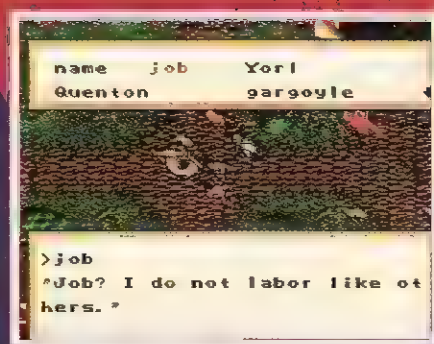


Zellivan in the Town Hall about the Rune of Valor. He reveals that the rune was given away in a contest that "no man" won.

The gist of Lord Zellivan's cryptic answer is that a rat



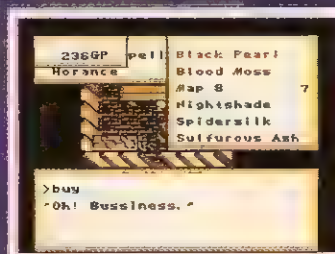
ended up taking the rune into his hole in the north wall of the local pub. Sherry can get it back for you.



The Rune of Spirituality is located in Skara Brae. Lord Trenton is your contact, but he's not only annoying, he's also no use whatsoever.

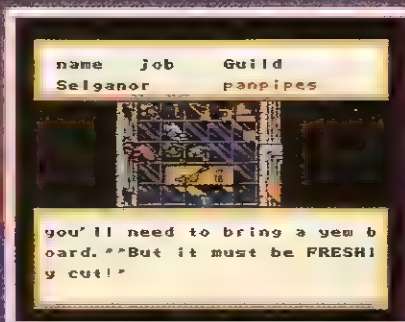
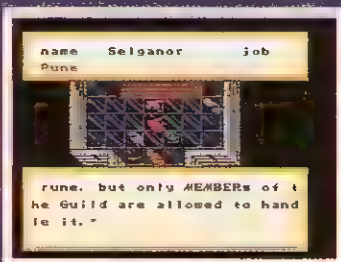


The rune is located in a basket in Marney's house. Her father, Quenton, was originally entrusted with it. Use Marney's boat to travel up river to Horace's island.

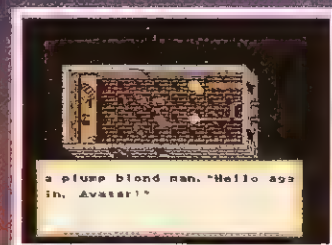


Restock your spell ingredients from the old magician's cache. Horace can also sell you some new spells.

The eighth rune is in Minoc. Talk to Selganor in the Artisan's Guild. He has the rune but requires you to become a member in order to get it.

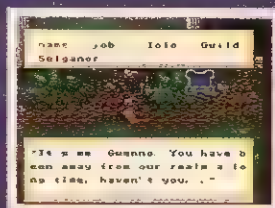


The first membership requirement is to acquire a set of pan pipes. An instrument maker named Julia lives just across the street. She'll make you a set, but you must provide the wood.

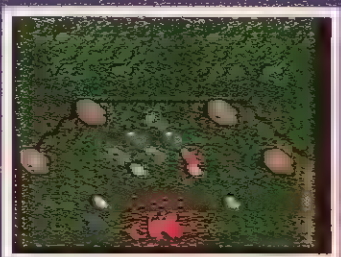


To get the wood, head back to Yew and visit the logger. Once you have the raw wood, get the guy at the saw mill east of Minoc to cut it down for you, then take it back to Julia.

Your old pal Gwendolyn will teach you the classic "Stones" to prove your mastery of the pipes. Now you're worthy of guild membership, and Selganor gives you the final rune.



Now you can free the shrines — but only if you've collected enough invisibility (#4) rings to get inside without being spotted (or slaughtered) by the gargoyles. You can also use the black potion to turn invisible, but the spell has a time limit.



Even though the shrines are free, your assignment is not complete. Use the Moonorb or your Help spell to return to the castle for some healing and guidance from Lord British about the rest of your mission.



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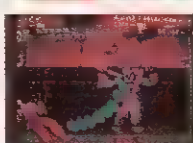
STORY MODE HAS A POWERFUL ENEMIES TOO!

A MYSTERIOUS ENEMY THAT HAS SUPERHUMAN SKILLS AND TECHNIQUES MOVES SUPER QUICK AND ATTACKS WITH A BIG HAMMER. FLYING FLYING WARRIORS A LOT OF FIGURES WHEN YOU FIND THE TUGS SOLDIERS AND THE MOONLIGHT WARRIORS AMONG THE FIGHTERS, TRANSFORM INTO THE FLYING WARRIOR AT ONCE AND FIGHT AGAINST THEM IN THE FIGHTING DIMENSION. USE MAGIC SPELLS AND OTHER ITEMS WISELY! YOU'LL HAVE A SHOWDOWN WITH DRAGON AT THE END!

WIN THE TOURNAMENT!

UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE!

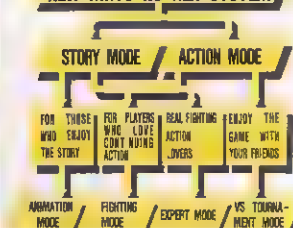
UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE! MORE THAN 150 TECHNIQUES ARE AVAILABLE FOR YOU TO CHOOSE FROM OF COURSE. YOU CAN ENJOY THE GAME BY YOURSELF OR WITH YOUR GOOD FRIENDS. PUSH THE START BUTTON! LET'S SEE WHO IS GOING TO WIN THE TOURNAMENT!



### WHAT IS THE NEW HIRYU NO KEN SYSTEM?

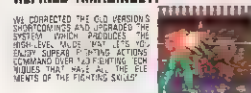
THIS GAME HAS FOUR DIFFERENT MODES. FIRST, YOU CAN ENJOY EXCITING ATTACKS AND ARE NOT REQUIRED TO DEFEND YOURSELF IN FIGHTING MODE. SECOND, EXPERT MODE FOR FIGHTING MANIACS. IT'S GOT JOINT TWISTING, OVERTURNING, COMBINATION TECHNIQUES AND MUCH MORE! THE FIRST VIDEO GAME THAT LETS YOU PLAY A FULL SCALE FIGHTING GAME FOR BEGINNERS AND THOSE PEOPLE WHO ENJOY THE STORY, THERE IS COMMAND BATTLE STYLE, ANIMATION MODE AND VS TOURNAMENT MODE THAT LETS UP TO EIGHT PEOPLE PARTICIPATE. IT'S A SUPER GAME SYSTEM!

### NEW HIRYU NO KEN SYSTEM



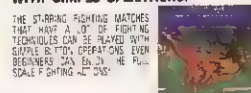
### EXPERT MODE

HIRYU NO KEN SYSTEM WAS REFINED AMAZINGLY.



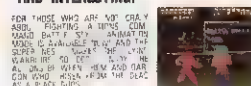
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YOU CAN ENJOY EXCITING FIGHTS WITH SIMPLE OPERATIONS.



### ANIMATION MODE

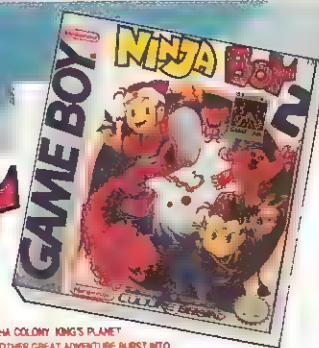
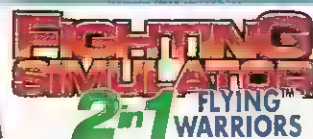
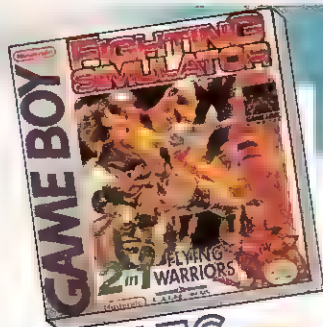
STORY MODE IS MUCH MORE FUN AND INTERESTING!



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2 GAMES  
IN 1!



IT'S LIKE 2 GAMES IN ONE CARTRIDGE! IS THIS REALLY ON THE GAME BOY? YOU CAN PLAY VARIOUS KINDS OF COMBAT SPORTS IN FIGHTING SIMULATOR MODE ONE OR TWO PEOPLE CAN PLAY OR IN THE FIGHTING ACTION GAME MODE MANY FEATURES LIKE SIDE SCROLLING ACTION AND COSMIC SAJODERS ARE AVAILABLE.



ON DRAGON MECHA COLONY KING'S PLANET "NINJA BOY" - ANOTHER GREAT ADVENTURE BURST INTO SPACE. AN KANDRYU WENT ON A SPACE TRIP WITH A R. PAIN WHERE THEY CAME ACROSS THE GALAXY HERCE PIRATES. IN PACI WHAT THEY ARE AFTER IS CONTROL OVER THE UNIVERSE WITH THE MIGHT POWER OF TREASURES RICHARD'S BAT. IT'S AROUND THE AREA HAS BREAK OUT WITH YOU. IN PART OF THE A. ON THE 17.



# REVIEW

**VIRGIN GAMES  
NES**

## Caesar's Palace

**Lance Elko**

Las Vegas, here we come! And courtesy of Virgin Games' latest title, you're in Caesar's Palace, one of the strip's most famous casinos. The object, of course, is simple: win money — *a lot* of money.

There's nothing to shoot, no fast action, and very little animation in *Caesar's Palace*. Instead, you take your \$1,000 in chips and stroll around the multi-screen casino

floor to any of the four games — slot machines (including video poker), roulette, blackjack, and wheel of fortune.

As in all Vegas casinos, slot machines are grouped together by dollar amounts; there are banks of machines for \$1, \$5, \$10, \$50, and \$100 per play. And just like the real thing, there's no skill involved — drop your coin in the machine, pull the lever, and take your chances. Roulette and blackjack are played in standard fashion, certainly offering more strategy and challenge than the slots, and there are several tables at which you can play. The wheel of fortune is a scaled-down ver-

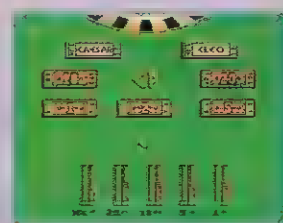
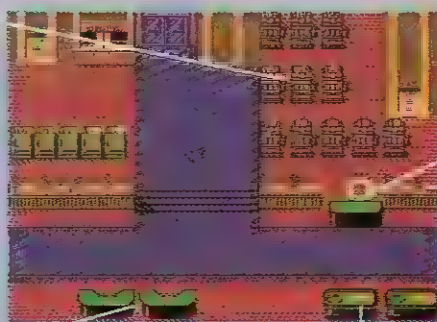
sion of roulette, but identical in concept and play.

If a real trip to Las Vegas is out of the question, *Caesar's Palace* fits the bill. The game doesn't, unfortunately, distinguish itself from most other casino video games. It has a plain-vanilla graphic design and isn't particularly exciting or inviting — although, to its credit, it's very intuitive. Most players won't need to bother with the manual. Virgin's designers did their job in creating a functional casino game, but it's clear that they decided to forego the embellishments and extras that could have

lifted this game above middle ground.



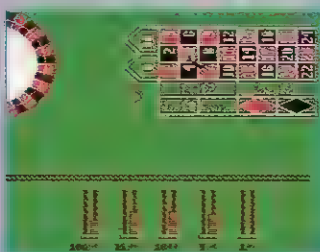
It's easy to get hooked on the one-armed bandits.



The wheel of fortune is a scaled-down version of roulette.



Don't rush when playing blackjack — figure out your odds before making a call.



Roulette gives you the most gambling options.

**GP**

AVERAGE  
**5**

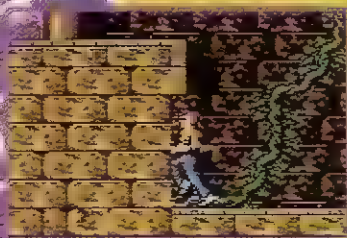


# REVIEW

THQ  
SUPER NES

## James Bond Jr.

Patrick McGee

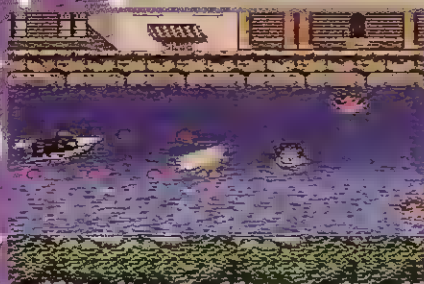


Search the unfamed walls for hidden items

while you're in the native temple.



The passcode for level 1 is easy to figure out — as long as you know the number on Bond's license to kill.



Always take the jump ramps when you're at the helm of the speed boat.

The evil agents of S.C.U.M. are at it again, and that requires the services of Britain's top teenage agent. As James Bond Jr., you must head out for both air and ground missions to keep the world safe for democracy.

*James Bond Jr.*, based on the animated series, is loaded with those famous Bond gadgets. There are special shields, snake charmers, grenades, guns, gas masks, jet packs, and laser rings, just to name a few. In the five missions — each with four sections — you pilot either a helicopter, speed boat, or a jet into the area, then proceed on foot to infiltrate the various S.C.U.M. headquarters and defeat their bosses. After each successful mission, you earn a password.

Use cannon and bombs to eliminate your enemy while you're flying the 'copter or jet. Stay near the top of the screen and rock your aircraft back and forth to bomb ahead and behind you. Once you land, your best defense is to duck out of trouble. Toss well-timed bombs at your opponents, or, if you have enough ammo, shoot them with your gun. Some

of those S.C.U.M. agents are persistent — when all else fails, try a right-cross to the jaw.

*James Bond Jr.* has good graphics, great sound, excellent play control, and a nice variety of missions. The action combination of air battle and ground combat make it even more entertaining to play. James Bond Jr. may be too young to get the girl, but he's still the greatest secret agent of all time.

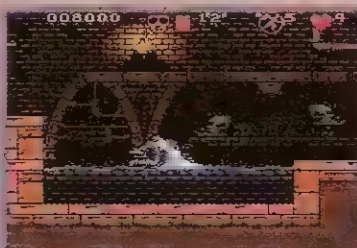
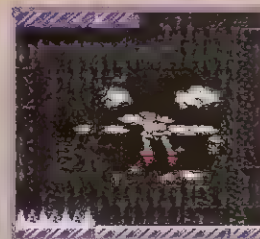


GP



After destroying the fourth cannon in level 4, bomb the red dome from the top of the screen.

Use your rocket-powered sneakers to clear the jagged floor in the final level.



The level 3 surfing can be hazardous to your health





# REVIEW

**UBI SOFT  
SUPER NES**

## *Jimmy Connors Pro Tennis Tour*

**Stephen Poole**

Since Jimmy Connors is one of the greatest tennis pros of all time, when you see his name on a video game, you expect some intense, realistic tennis action — and that's just what's served up by this Ubi Soft simulation.

Before playing an exhibition match or entering a tour, head to the practice court to meet your coaches and work on ground strokes, volleys, base-line shots, and net play. The tips the coaches give you are covered in the instruction manual, but they help you learn *when* to use the different strokes. The coaches' advice proves invaluable when you're playing for all the marbles.

To serve, press any of the six buttons, then use the directional



The snowy surface in Antarctica makes for some slow play, forcing you to concentrate more on strategy.

pad to position a cursor where you want the ball to land (the button you press determines the serve). If you don't want to take a chance on a fault, just press B and wait for the computer to spot the cursor for you.

There are two modes of control, Easy and Full. In Easy mode the computer moves you into position, so all you need to do is decide what sort of stroke to use. With full control, you're required to move around the court and hit the ball.

In exhibition mode, you have control over every aspect of the game as you play with or against any combination of human or computer opponents. You decide the number of sets, and whether you play on grass, clay, hard court, indoors, desert, or Antartican surface. The fast desert court is perfect for serve-and-volley players, while the slow, snowy courts in Antarc-

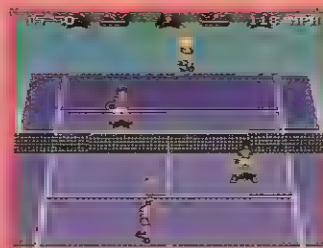
tica require more brains than brawn.

The Tour is where you find out if you're good enough to compete against the big boys. You always play as Connors; the skill level at which you choose to play determines your ranking. After completing a tournament, you're given a password so you can pick up your career right where you left off.

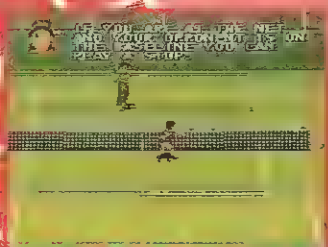
*Jimmy Connors* is one hot cart. Win or lose, you'll be ready for another game time and time again.



### GP



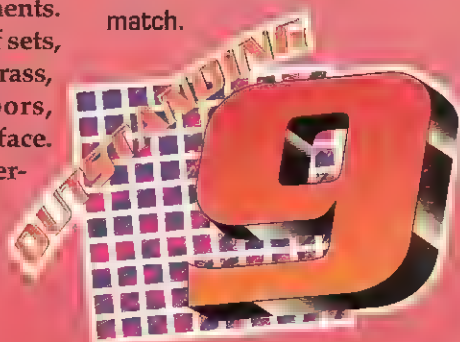
The action can get fast and furious in a doubles match.



Your coaches are always ready with sound advice.



Check out your opponent's strengths carefully before beginning play.





**KEMCO  
NES**

# REVIEW

## Legend of the Ghost Lion



The Spirit of the Spear is your best ally.

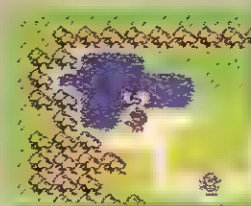


If you give the old woman in the town of Bread three loaves, then carry out her wishes, she gives you a valuable reward.

**Patrick McGee**

**L**egend of the Ghost Lion tries to be a Dungeons & Dragons adventure similar to the Dragon Warrior series. It's not.

Visit fairies to restore your powers or save your game.



When you fight a flying foe, use the mystical rope to slow them down.



Defeat the Wolf King to obtain a horn that can open the blocked pathway.



Return the stardust from the goblin's cave to the altar, and another passageway opens.

This ship can take you to distant lands — for a price. Make sure you're strong before making the journey.

Your quest is to guide Maria as she tries to find her parents in a dream world filled with monsters. As in many role-playing games (RPGs), there isn't much action — strategic thinking is your weapon. When you encounter a foe, the battle window pops up, and you must choose to fight or run. (It's usually better to fight because if you run and your enemy gives chase, you can't escape the fiend.)

As you gain experience, you increase your levels of courage (life energy), dream (spirit-calling ability), and hope (character level). You also make spirit friends as you explore, and these allies can help you in battle by defending you or attacking for you. Different spirits have varying strengths, and some even have the power to cast magical spells. Although you can find tools that get you out of sticky situations, you must buy or earn your weapons.

Fairies live around ponds scattered throughout the

dream world. You should visit them to gain valuable information and restore your courage and dream powers. You can also save your games there. As with all RPGs, you should talk to everyone you meet, and use the money you gain from defeating monsters — in *Ghost Lion*, you earn rubies — to purchase supplies and weapons.

*Legend of the Ghost Lion* is a below average RPG that's best hook is that it features a heroine instead of a hero. The play control is poor when you're on the large map screen, and the storyline is rather boring. Although your ability to call spirits to your aid is a plus, you might not want to spend time with a lion that's more of a pussy cat.

GP





# REVIEW

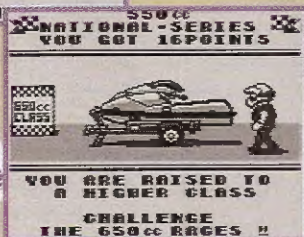
**NINTENDO  
OF AMERICA  
GAME BOY**

## Wave Race

**Selby Bateman**



*Wave Race* includes three levels of head-to-head racing as well as the slalom series.



If you win a race series on the circuit, you're on your way to higher levels and more powerful water crafts.



**R**ev up your engines and warm up your thumbs for some wet and wild jet-ski style racing!

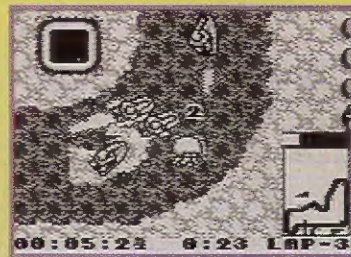
You're at the controls of a Personal Water Craft (PWC), going head-to-head against three other power-ski machines over 16 courses in eight locations. As you climb the ladder of success, the engines get bigger and the PWCs harder to control.

Test your speed and control on either the head-to-head racing circuit or the slalom series. Learn to hang tight in the corners, time your platform jumps carefully, and watch out for the whirlpools that can send your PWC into a time-wasting spinout. For that sudden boost in speed, use the Turbo jet button.

Like *FaceBall 2000* and other action games, *Wave Race* is the most fun when you and three friends hook up the Four-Player Adapter to compete. Contending with the machine's PWCs is fun, but it's almost always more exciting to take on human opponents.

Another nice touch in *Wave Race* is that you can save your race results in order to compare the best course and lap times. They're saved to the cartridge automatically, and you can easily erase them.

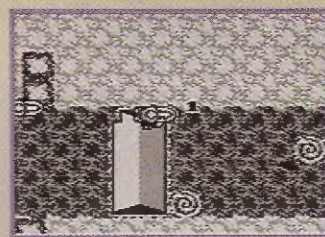
Sharp cornering and smart use of the Turbo jet button cut valuable seconds from your times.



Ride over the octopus symbol to steal some of your opponent's Turbo power. Also look for dolphin symbols — they provide great control.

The PWCs have a good feel as they slew around in the water, and the overall graphics are nicely done. As racing games go, *Wave Race* comes on strong.

GP



Learning both to hit the ramps and land with perfect control means the difference between victory and just another wet ride.

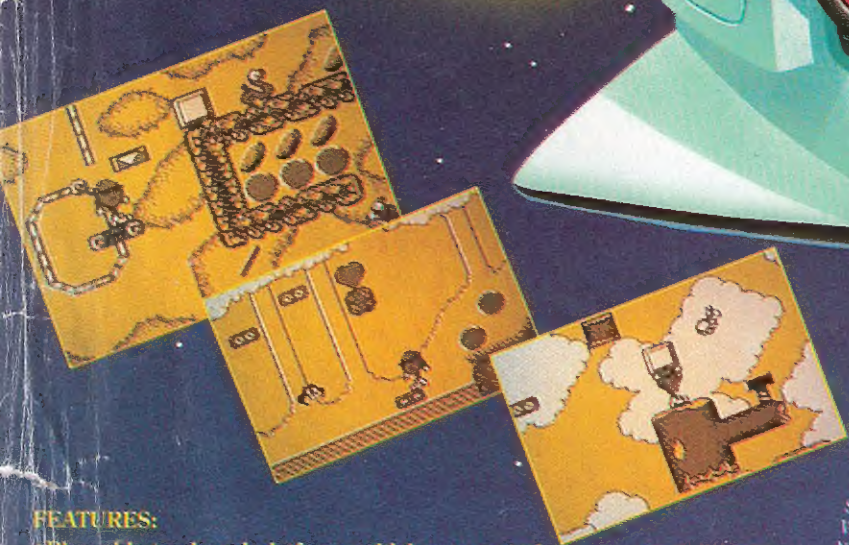






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Product Information Number 415



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Doomsday Warrior brings outrageous fighting action to the Super Nintendo Entertainment System. Take on the Doom Squad in a fight to the finish or challenge a friend for a head-to-head all out brawl. Either way, pump up your skills and prepare for battle. Can you discover the 15 secret attack moves? If not, it could spell your doom.

Become one of seven fearless fighters and save Earth!

***Bring a friend and have a brawl!***



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